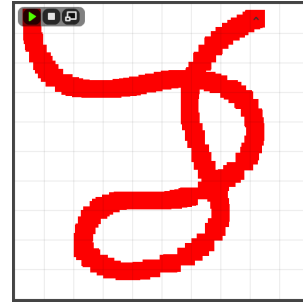
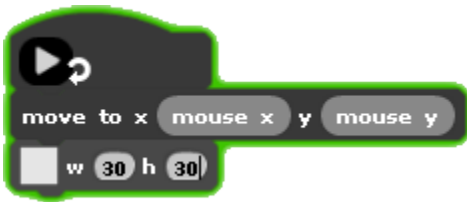


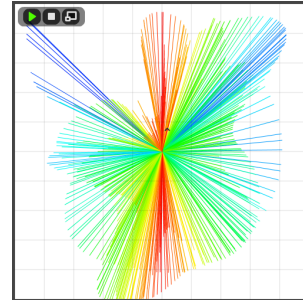
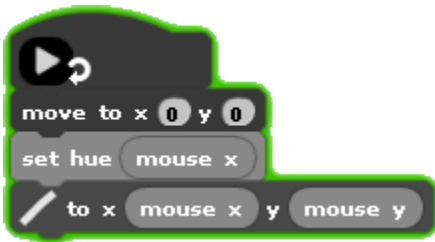
MOUSE POSITION

Use the mouse position (x,y) values as input to other blocks.

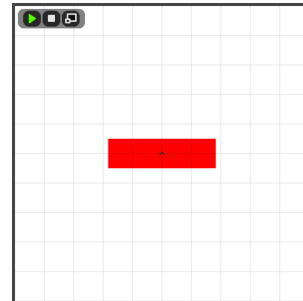
Moves the brush to the current mouse position, then draws a rectangle



Sets the hue to the mouse x position, then draws a line from the center



Resizes the drawn rectangle using the mouse y position



MOUSE PRESSED

Is the mouse pressed?

If the mouse is pressed, draws a circle at the mouse position

