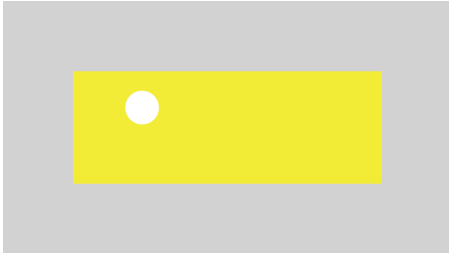


Constrain

CODE



```
float mx;
float my;
float easing = 0.05;
int radius = 24;
int edge = 100;
int inner = edge + radius;

void setup() {
  size(640, 360);
  noStroke();
  ellipseMode(RADIUS);
  rectMode(CORNERS);
}

void draw() {
  background(200);

  if (abs(mouseX - mx) > 0.1) {
    mx = mx + (mouseX - mx) * easing;
  }
  if (abs(mouseY - my) > 0.1) {
    my = my + (mouseY - my) * easing;
  }

  mx = constrain(mx, inner, width - inner);
  my = constrain(my, inner, height - inner);
  fill(255, 255, 0);
  rect(edge, edge, width - edge, height - edge);
  fill(255);
  ellipse(mx, my, radius, radius);
}
```

```
/**
 * Constrain.
 *
 * Move the mouse across the screen to
 * move the circle.
 * The program constrains the circle to
 * its box.
 */
```