

## Tickle

### CODE



tickle

```
String message = "tickle";
float x, y; // X and Y coordinates of text
float hr, vr; // horizontal and vertical radius of the text

void setup() {
  size(640, 360);

  // Create the font
  textFont(createFont("Georgia", 36));
  textAlign(CENTER, CENTER);

  hr = textWidth(message) / 2;
  vr = (textAscent() + textDescent()) / 2;
  noStroke();
  x = width / 2;
  y = height / 2;
}

void draw() {
  // Instead of clearing the background, fade it by drawing
  // a semi-transparent rectangle on top
  fill(204, 120);
  rect(0, 0, width, height);

  // If the cursor is over the text, change the position
  if (abs(mouseX - x) < hr &&
      abs(mouseY - y) < vr) {
    x += random(-5, 5);
    y += random(-5, 5);
  }
  fill(0);
  text("tickle", x, y);
}
```

```
/**
 * Tickle.
 *
 * The word «tickle» jitters when the
 * cursor hovers over.
 * Sometimes, it can be tickled off the
 * screen.
 */

// The next line is needed if running in
// JavaScript Mode with Processing.js
/* @pjs font=»Georgia.ttf»; */
```