

Drawing

default.js

```
1. function start(){
2.   walls();
3. }
4.
5. function walls(){
6.   rect(3, 380, 10, 50);
7.
8.   rect(370, 3, 12.5, 50);
9.   rect(3, 380, 382, 50);
10.  rect(370, 3, 12.5, 427.5);
11. }
12.
13. mouseDragMethod((e) => {
14.   let c = new Circle(5);
15.
16.   c.setPosition(e.getX(), e.getY());
17.
18.   add(c);
19. });
20.
21.
22. function rect(width, height, x, y){
23.   var rect = new Rectangle(width, height);
24.   rect.setPosition(x, y);
25.   rect.setColor(Color.black);
26.   add(rect);
27. }
```