Tickle_Code

```processing
//Tickle Code
//example of string Properties, commands include:
//textWidth(), textAscent() and textDecent()
//Mr. H.

//declares string
String word = "Press Tickle";
//declares x and y position for string
float x, y;
//declares midpoint of string
float horMidpoint, vertMidpoint;

void setup() {
 size(600, 600);

 //creates the font
 textFont(createFont("Tahoma-Bold", 36));
 textAlign(CENTER);

 //determines midpoint distances of string
 horMidpoint = textWidth(word) / 2;
 vertMidpoint = (textAscent() + textDescent()) / 2;

 //places string initially at centre of page
 x = width / 2;
 y = height / 2;
}

void draw() {
 //overlays a semi-opaque rectangle over window
 fill(255, 100);
 noStroke();
 rect(0, 0, width, height);

 //creates a cursor "box" over string to trigger movement
 if (abs(mouseX - x) < horMidpoint && abs(mouseY - y) < vertMidpoint && mousePressed) {
   //randomly moves text
   x = x + random(-6, 6);
   y = y + random(-6, 6);
 }

 //displays word with shadow effect
 fill(150);
 text(word, x+5, y+5);
 fill(0);
 text(word, x, y);
```

}