```processing
PImage img;
PImage icon1;
PImage icon2;
PImage click;
PImage tool;

int xPos;
int xPos1;

// Sets scrolling speed

int speed = 2;

// Sets icon position

int xIcon1 = 500;
int yIcon1 = 150;

// Sets click position

int clickX = 200;
int clickY = 50;


void setup() {
  size(480, 320);

  img = loadImage("img.jpg");
  icon1 = loadImage("icon4.png");
  icon2 = loadImage("icon2.png");
  click = loadImage("click.png");
  tool = loadImage ("tool.png");

  xPos = 0;
  xPos1 = 0;
}

void draw() {

  // Logic of the image scroll starts

  pushMatrix();
  translate(xPos, 0);
  image(img, 0, 0);
  drawShapes();
  popMatrix();

  pushMatrix();
  translate(xPos1, 0);
  image(img, 0, 0);
  drawShapes();
  popMatrix();
```

```
    // Logic of the image scroll ends

    // Icon click position is set here

    if(mousePressed) {
      if(mouseX > xIcon1 + xPos && mouseX < xIcon1 + 30 + xPos && mouseY > yIcon1 && mouseY
        image(click, width/2 - click.width/2, height/2 - click.height/2);
      }
    }


    if(xPos == 0) {
      xPos1 = -img.width;
    }

    if(xPos1 == 0) {
      xPos = -img.width;
    }

    if(xPos == -img.width  + width) {
      xPos1 = width;
    }

    if(xPos1 == -img.width + width) {
      xPos = width;
    }

    if(mouseX > width/2 && mouseY > 250) {
      xPos = xPos - speed;
      xPos1 -= speed;
    }

    if(mouseX < width/2 && mouseY > 250) {
      xPos += speed;
      xPos1 = xPos1 + speed;
    }

    image(tool, 0, 0);
}


// DUMMY HOTSPOTS
void drawShapes() {
  image(icon1, xIcon1, yIcon1);
  image(icon2, 30, 30);
}
```