Lab Exercises

Arrays
Create an array to store the y-coordinates of a sequence of shapes.

Draw each shape inside a for loop and use the values from the array to set the y-coordinate.

Write a function to multiply two arrays together & return the result as a new array.

Print the results to the console.

Use a 2D array to store the coordinates for a shape of your own invention.

Use a for structure to draw the shape to the display window.

Load a sequence of related images into an array and use them to create an animation.

Modify the program to present each frame of animation in a random sequence.

Pixels
Load an image and use `get()` to create a collage by overlaying different sections of the same image.

Draw a shape in the display window. Copy a section of the window to another by using `get()` and `set()` within a for loop.