Lab Exercises

Mouse
Control the position of a shape with the mouse.

  Strive to create a more interesting relation than directly mimicking the position of the cursor.

Invent three unique shapes that behave differently in relation to the mouse.

  Each shape’s behavior should change when the mouse is pressed. Relate the form of each shape to its behavior.

Keyboard
Use the number keys on the keyboard to modify the movement of a line.
Create a typing program to display a different image for each letter on the keyboard.
Use the arrow keys to change the position of a shape within the display window.

Events
Animate a shape to react when the mouse is pressed and when it is released.
Write a program to update the display window only when a key is pressed.