Lab Exercises

Animations
Create an animation that moves a shape from left to right across the screen.
   When the shape moves off the right edge, return its position to the left by resetting the value that controls its x-position.
Create a second animation, based on the first, that moves the shape from right to left.
   Try changing your animation so that the shape bounces back-and-forth across the screen by controlling the direction of motion.

Functions
Write a function to draw a shape.
   Use the function to draw the shape to the screen multiple times at different positions.
   Extend the function by adding parameters to control additional aspects of its drawing.
Write a function to use with a for structure to create a pattern evoking a liquid substance.
   Consider using a function to draw sine waves.