1 Administrative Topics

- We take the quiz.
- Any questions about project 5?

2 Organizing code for animation with Zelle’s graphics objects

Here is an example of how to animate using Zelle’s graphics object. In the project, we will be writing and using additional functions to support complex scenes. This function gives us the basic outline.

```python
import graphics
import time

def main():
    nsteps = 10
    # create the window
    win = graphics.GraphWin( "Silence", 300, 300 )

    # create and fancify my objects
    beach_ball = graphics.Circle( graphics.Point(150,150), 20 )
    beach_ball.setFill( "yellow" )
```
beach_ball.setOutline( "blue" )
beach_ball.setWidth( 4 )

# beach_ball_part1 = ba.createCircle( 150, 150, 20, 
#             "blue", "yellow", 4 )

# draw my objects
beach_ball.draw( win )

# bounce the ball
idx = 0
while not win.checkMouse():
    time.sleep( 0.1 )
    if idx % (2*nsteps) < nsteps:
        beach_ball.move( 0, 5 )
    else:
        beach_ball.move( 0, -5 )
    idx = idx + 1

# wait till the user is sick of looking at it
# win.getMouse()
win.close()

if __name__ == '__main__':
    main()