Objective

To practice writing Action methods with parameters. Use the translate(), rotate(), pushMatrix(), and popMatrix() methods

Instructions

This lab has a String variable called word that will hold the word that a user types. If you run the lab as it is and select the window then you can start typing a word and you will see that word show up in the console window. If you hit the spacebar then it will clear the word and when you hit enter, it should call your **`rotateWord`** method, give it a random color, and throw it up on the main window rotated and in the location you give it.

`/---1---/`

Write your **`rotateWord`** method. It should take a String, an x and y position, and rotation amount. The method should take the given word, give it a random color, rotate it and throw on the window at the given location.

`/---2---/`

Call your **`rotateWord`** method using the word variable, a random x value, a random y value, and a random rotation value (up to 360 degrees)

`/---3---/`

Make a word pile for someone! You could choose someone in your family, a friend, a teacher and make a word pile using kind words to describe them. You could modify the keyPressed method to designate a key to save your word pile like below.

```
else if(keyCode == 9) //tab
    save("wordpile.jpg");
```

Examples