

17. Python Graphics: Sunrise Series

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Sunrise Series

- The next few labs are going to lead to an app that allows you to click and your sun will either rise or set depending on your preference.
- Each lab will address a part of this problem

First Sunrise Step

- Start with your code from your landscape lab.
- Your choice whether you keep the other parts of the landscape in the window
- In this lab, we are going to learn to move the sun

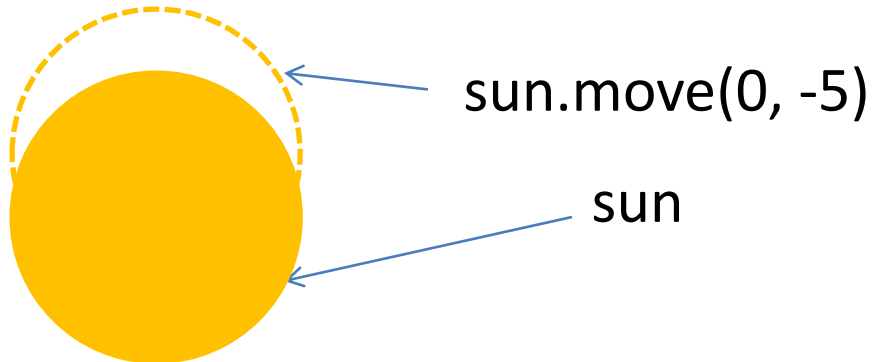
move method

- Understand the difference between a method in Python and a function. Some examples:
- Methods: (assume an Circle object and a GraphWin object have been previously defined called sun and window respectively)
 - sun.draw(window)
 - window.close()
 - window.getMouse()
- Functions:
 - print()
 - input()
 - len()

move method

- move is a method
- Just like Java (if you got that far)
- Moves the object a relative amount from the present object position in the x and y direction
- Takes 2 parameters:
 - `sun.move(x,y);`

move method



Lab 17

- Write a Python app that makes your sun move vertically (like either a sunrise or set)
- Start with your code from the landscape lab
- Make a for loop any way that you know how
- Every time you click, the sun should move vertically by a small amount.
- This should repeat as many times as defined by the for loop
- Hint: use the GraphWin getMouse() method to control the movement.