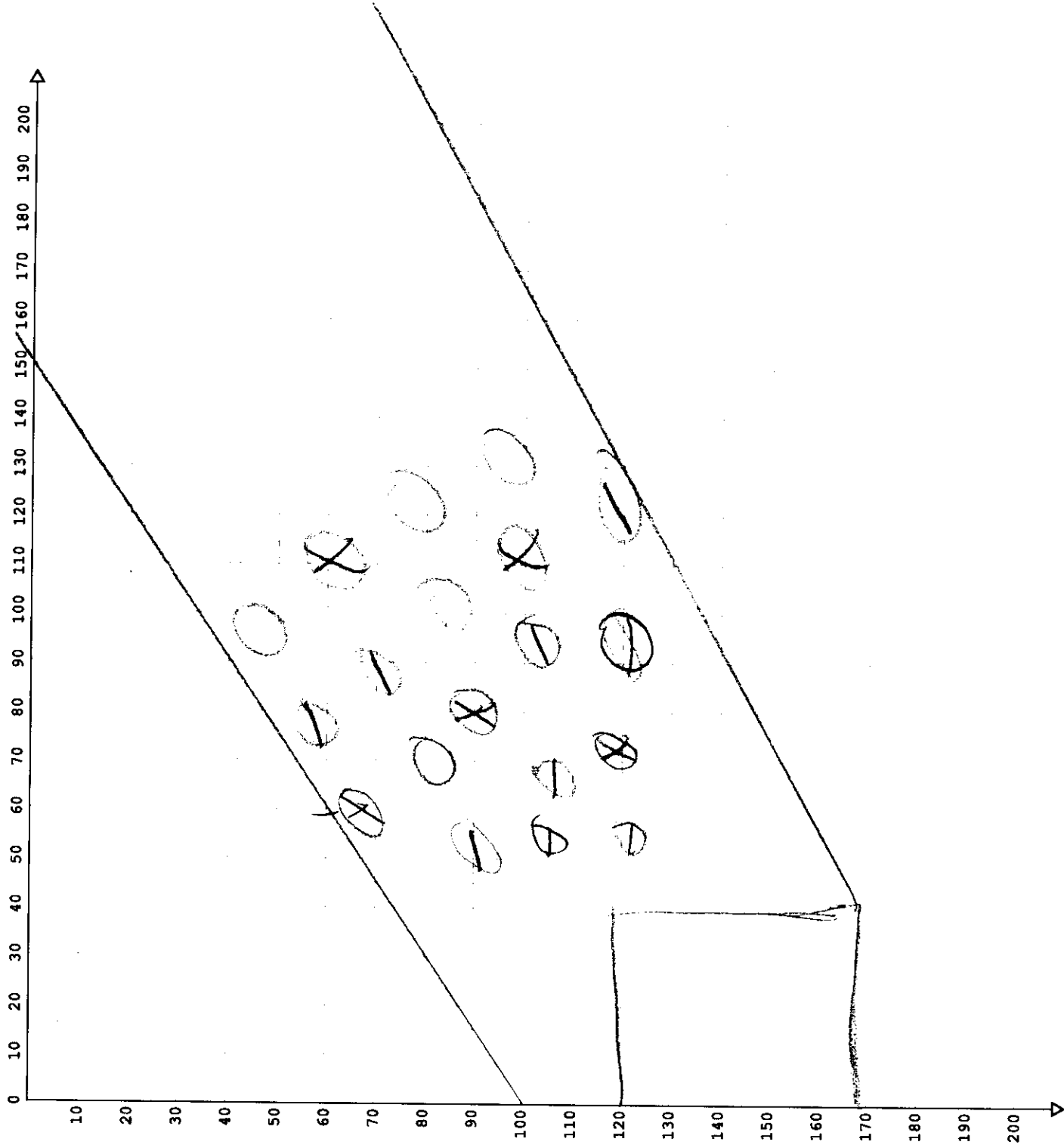


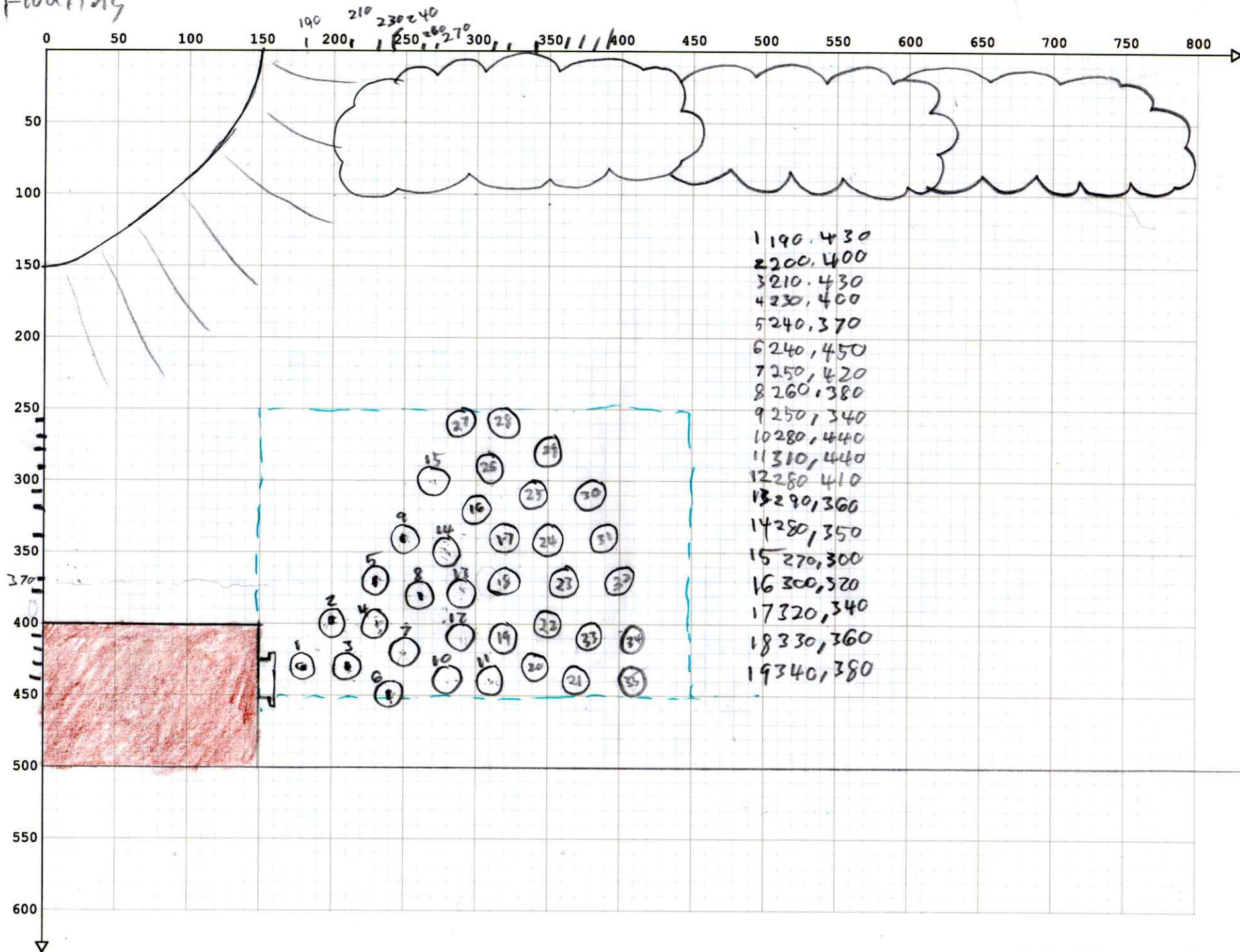
Pixel Paper - 200 x 200
Graph Paper for Screen Coordinates

⊗ - Colour Changing
 ⊖ - moveable

Bubble Color buffer



⊕ Colour Changing
 ⊖ Floating



bubble

// Draw Sky
window. Clear back-ground
(light blue)

• 200, 430

• 230, 420

• 260, 450

• 200, 390

• 230, 370

• 230, 450

• 250, 340

For(int i=0; i<5; i++)

int x = 200 + i * 50;

array
Function #1

Float x - vector 2 x, y

Float y -

Float w -

vector H, w

Float H -

Draw.Fill = Color.white

Draw.rectangle(100, 400, 100, 600);

// Draw.rectangle

vector 2 mouseBubble

mousebubble = input.Get mouse position

Draw.Fill Color.cyan

Draw.Circle(mousebubble, 50);

vector2[] Squares = new vector2[3];
vector2 blue Square = new vector2(300, 400);
vector2 red Square = new vector2(100, 100)