import simplegui

Width=600

Height=400

circle\_radius=10

circle\_pos= [10,10]

vel=[0,0]

accel=[0,0]

timer\_int=0

# Handlers

def keydown(key):

fix\_vec=[3,1]

accel[0]+=fix\_vec[0]

accel[1]+=fix\_vec[1]

def draw(canvas):

circle\_pos[0]+=timer\_int\*vel[0]

circle\_pos[1]+=timer\_int\*vel[1]

vel[0]+=timer\_int\*accel[0]

vel[1]+=timer\_int\*accel[1]

canvas.draw\_circle(circle\_pos, circle\_radius, 12, 'Green')

def timer\_handler():

global timer\_int

timer\_int=+1

# Create a frame and assign callbacks to event handlers

frame = simplegui.create\_frame("point vs rect", Width, Height)

timer = simplegui.create\_timer(500, timer\_handler)

#register event handlers

frame.set\_keydown\_handler(keydown)

frame.set\_draw\_handler(draw)

# Start the frame animation

frame.start()

timer.start()