**Animation in Processing - Assignment**

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1. Another GUI Element

Use what you have learned about both interaction and animation to create another commonly used GUI (graphical user interface) element. Some examples would be: radio buttons, check boxes, and scrollbars.

Feel free to attempt something more daring, like an input section in which you can type, but as we haven’t discussed actually putting text on the screen yet, you’ll be on your own in that area.

Have fun with it! Designing reusable code is a delight and a pleasure, but make sure to test corner cases and think about the needs of future programmers. Often, you must strike a balance between too much and too little control over how a class can be controlled by clients.