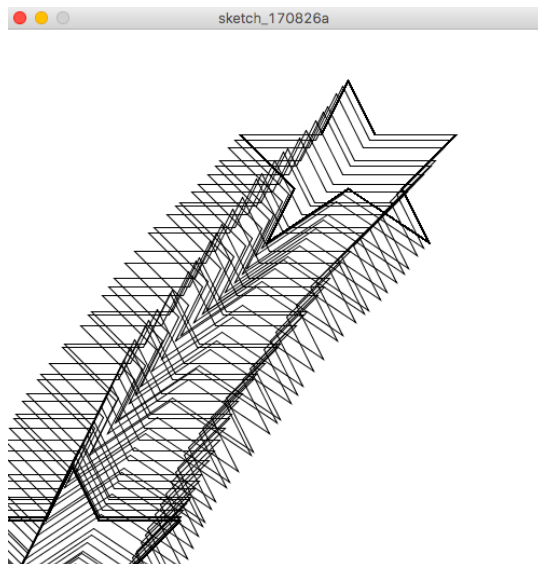# Art and Code | FWCD

Shooting Star

Objective

To learn how to make an irregular shaped polygon and apply the skills acquired from Interactive Zoog and the Drawing Program. This lab would be worth your time to get a sheet of graph paper.

Instructions

Write a program that imitates a shooting star. You must use beginShape(), vertex(), and endShape() to pull this off. This lab needs to also be interactive. So draw a star and then move your mouse to make it shoot. Press a key to clear it and continue shooting the star.

Examples

Hints

beginShape() reference