

Art and Code | FWCD

Four Square

Objective

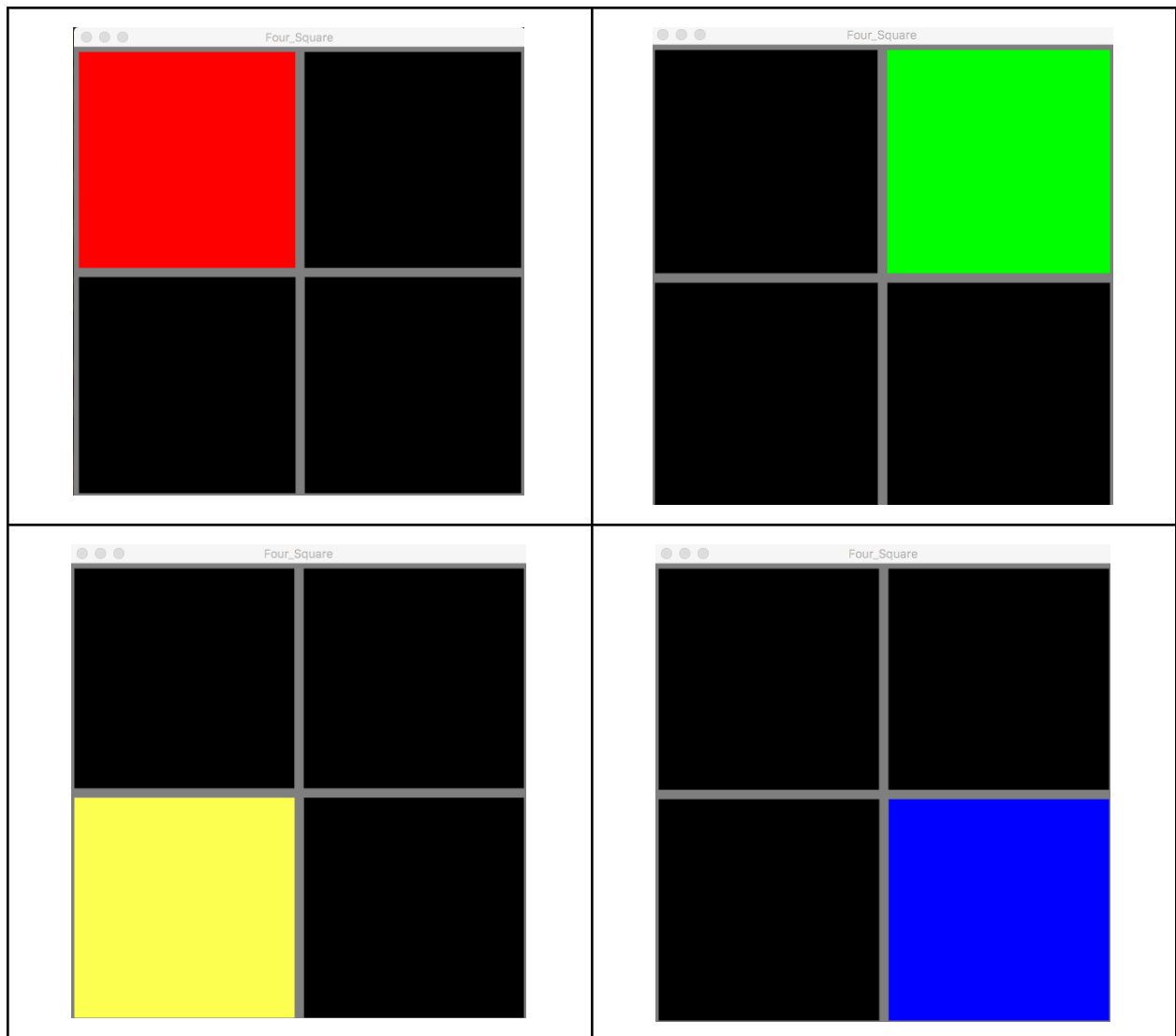
To work on conditionals and tracking the mouse.

Instructions

Write a program that divides the screen into 4 sections divided by a thick grey line. When the mouse is in a section it colors that section according to the examples below.

Hints

Use the logical &&



Four Square