Loading – increase width only

Button – toggle increase or decrease height

Entering – increase width and increase height if the window is in maximized state

Leaving – decrease width and decrease width if the window is in the maximized state

Closing – say a thank you notice and quit by fading out..

Constraints

Loading – Everything else should be prevented from executing provide provisions for button press

Button press – If the mouse leaves the area it must call the leaving option

Entering – provide provisions for leaving and button press

Leaving – provide provision for entering

Closing – nothing other than this function must execute

Since entering the window and leaving the window have the same operations make it into a single entity and call them from the individual functions

If a particular function is being executed the same function must be prevented from executing again

Leaving and closing have the same attributes so make the operations into a single function and then call them from the individual event handlers

Button press is a toggle function using an if block is required

**Animation Process**

**Points to followed:**

* Create separate timers for each process
* Prevent the execution of the execution of the counter operation of the new process started

**Step1:** There are only four types of movements

* Increase width
* Decrease width
* Increase height
* Decrease height

Have separate functions for each.

**Step 2:** Condition when Mouse Enter block can be activated

* When mouse enter event is not already activated
* Enable the calling of leaving event and