Display Graphics Window:

displayGraphics();

Display Background Image

displayPNG("bg2.png",0,0); -> int displayPNG(“file Name”, upper left x, upper left y);

Display Rectangle

rect\_obj = drawRect(rect\_x,rect\_y,150,75); -> int drawRect(upper left x, upper left y, width, height);

Display Green Alien Image

green\_alien = displayPNG("target.png",gx,gy);

Display Red Alien

red\_alien = displayPNG("untouched.png",rx,ry);

Display Red Circle

circle\_obj = drawCircle(50,cir\_x,cir\_y); -> int drawCircle(radius, center x, center y);

Display Line

line\_obj = drawLine(220,100,440,300,5); -> int drawLine(x1, y1, x2, y2, width);

Set the Colors for all Objects

setColor(rect\_obj,255,0,0); -> void setColor(obj\_no, red, green, blue);

setColor(circle\_obj,128,128,0);

setColor(line\_obj,0,0,255);

Annotate the Graphics with Text

gout << setPos(200,50) << setColor(0,0,0) << "Graphics Demo Example" << endg;

setPos(left x, lower y) << setColor(r, g, b);

Animate the Graphics

//Animate

for(i = 0; i < 300; i++)

{

Sleep(50);

moveObject(green\_alien,gx++,gy++); -> void moveObject(obj\_no, new x, new y);

moveObject(red\_alien,rx--,ry--);

moveObject(rect\_obj,rect\_x--,rect\_y++);

moveObject(circle\_obj,cir\_x++,cir\_y--);

}

Events

while(true)

{

if (mouseDragged(x,y))

{

moveObject(red\_alien, x, y);

}

}