Started Board.py. \_\_init\_\_ creates the window and sets the coordinate system, and creates the board rectangle. draw() draws the board. wait\_for\_click() waits for a click. test() creates a board and draws it, then calls wait\_for\_click().

Shape

Description automatically generated

Added the Button class and a Done button.

A picture containing shape

Description automatically generated

Added remaining buttons.

Graphical user interface

Description automatically generated

Added ability to detect button clicks. test() now waits for Done to be clicked.

Register a .gif file as a shape, and draw it using t.stamp().

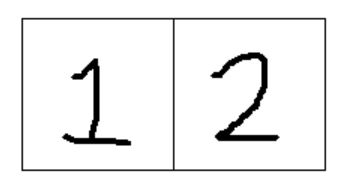
Draw a rectangle, place stamp in center.

Bitmaps are 100x100, rectangle is (0,0) to (101,101), image at (51,50)

Create remaining .gif files.

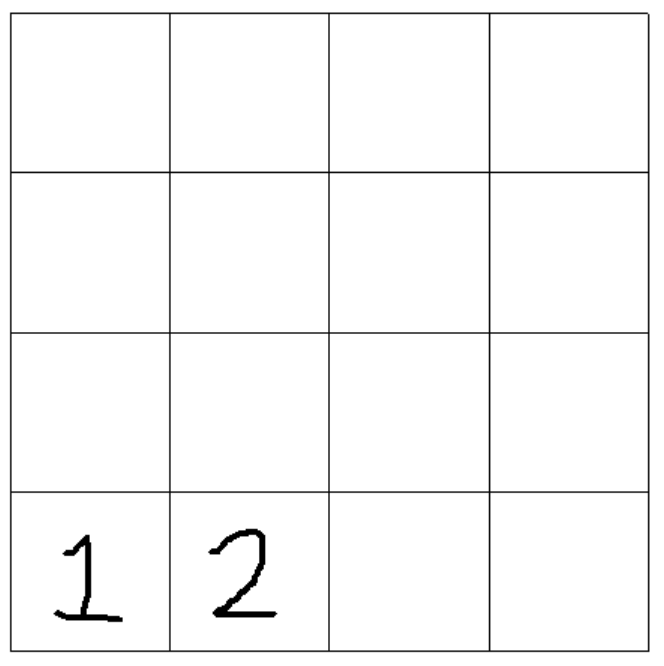


Draw two rectangles, with two bitmaps.



Draw board

Set window size and world coordinates



Problem: had to increase square size and adjust stamp positions – don’t know why.

Initial attempts to increase the turtle speed failed; had to move t.speed() and t.hideturtle() after shapes were registered.

Figured out why the square size and stamp positions needed adjustment; it appears that the setup() function that sets the window size includes the window borders. Decided to stick with the default screen settings with the origin in the middle, and adjust for that.

