

project.py | CMU CS Academy

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1 import random
2 app.stepsPerSecond = 3
3 app.counter = 0
4 Rect(0,0,400,400, fill = 'violet')
5 belle = Image('cmu://754586/30637723/Doggo.jpeg',0,0,width=400,height=400)
6 belle.visible = False
7 app.colors = ['darkCyan','blue','teal','turquoise']
8 def onStep():
9     objects_to_animate = [tail,leg1,leg2,leg3,leg4]
10    app.counter += 3
11    print(app.counter)
12    for i in objects_to_animate:
13        if app.counter % 2 == 1:
14            mouth.rotateAngle += 60
15            i.rotateAngle += 135
16            if i == tail:
17                i.centerY -= 30
18            elif i !=tail:
19                i.centerX += 40
20        elif app.counter % 2 == 0:
21            mouth.rotateAngle += 120
22            i.rotateAngle += 45
23            if i == tail:
24                i.centerY += 30
25                i.rotateAngle -= 180
26            elif i != tail:
27                i.centerX -= 40
28
29
30 def onlyfans():
31     global belle
32     belle.visible = True
33
34 ear = Star(145, 259, 40, 3, fill = 'royalBlue')
35 Bork = Label('Bork!', 50, 336, size=18, opacity = 0, font='monospace')
36 Rect(80,295,40,30, fill = 'hotpink')
37 body = Rect(108, 250, 200, 80, fill='royalBlue')
38 snout = Rect(70,290,40,30, fill = 'royalBlue')
39 Circle(120,266,10,fill = 'white')
40 mouth = Rect(80,320,60,10,fill = 'royalBlue')
41 tail = Rect(280,274,100,15, fill = 'royalBlue')
42 Polygon(70,290,80,290,70,300)
43 Polygon(141,229,131,250,150,250,fill='hotpink',border = 'black',borderWidth =
0)
44 Circle(120,266,5,fill='black')
45 leg2 = Rect(190,300,20,110, fill='royalblue')
46 leg3 = Rect(230,300,20,110, fill = 'royalblue')
47 leg1 = Rect(150,300,20,110, fill='royalblue')
48 leg4 = Rect(270,300,20,110, fill = 'royalblue')
49 app.dog = [body, snout, mouth,tail,leg2,leg3,leg1,leg4,ear]
50
51 def onKeyPress(key):
52     global belle

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53     global Bork
54     if(key=='b'):
55         Bork.value = 'Bork!'
56         Bork.opacity = 100
57     if(key=='o'):
58         onlyfans()
59     if(key == 'w'):
60         borkChange('Woof')
61     if(key == 'j'):
62         borkChange('Jones')
63 def onKeyRelease(key):
64     Bork.opacity = 0
65
66
67 oblock = 1
68 def borkChange(name):
69     for i in app.colors:
70         if(name == 'Woof'):
71             Bork.value = name
72             Bork.opacity = 100
73             for o in app.dog:
74                 o.fill=app.colors[random.randint(0,3)]
75         elif(name == 'Jones'):
76             Bork.value = name
77             Bork.opacity = 50
```