

## Paint Lab

### What Project I Chose:

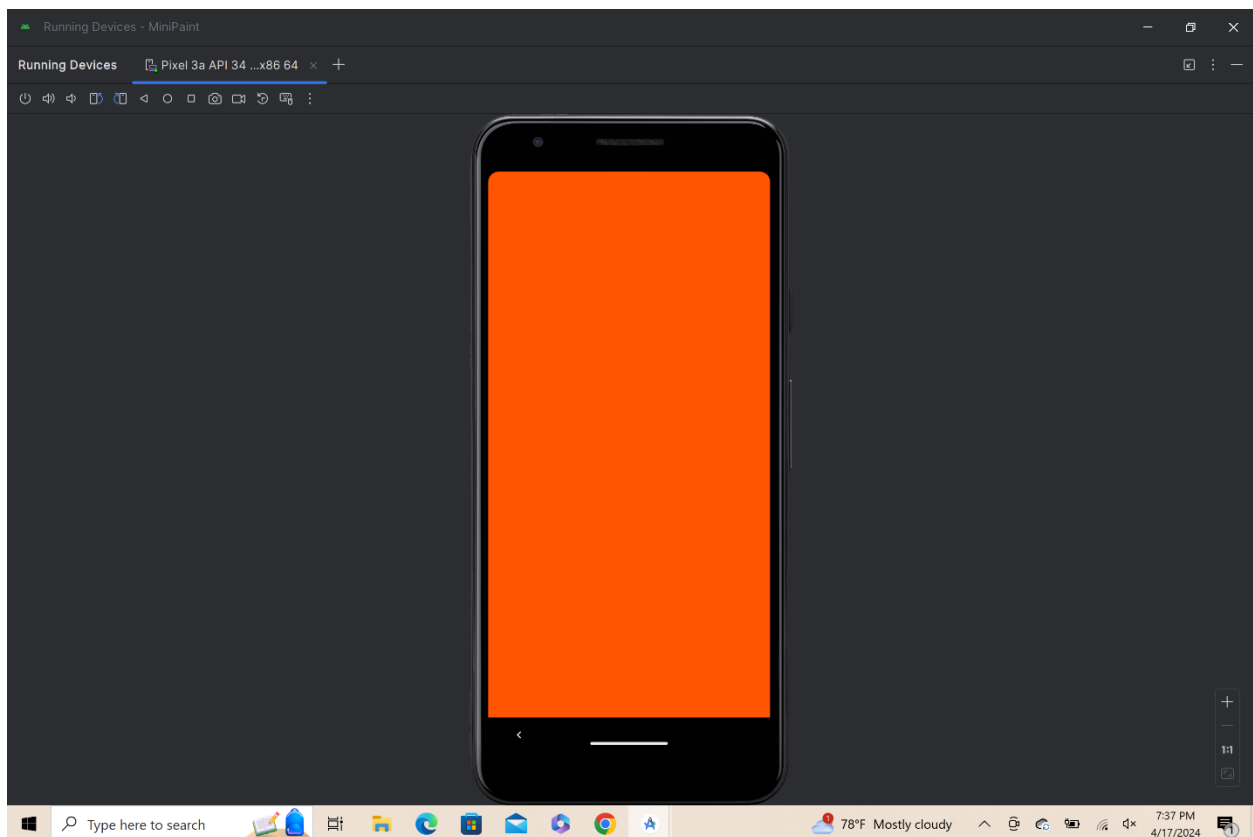
For this lab, I chose to modify the starting code by having the system change the paint color based on what part of the screen they are touching. I decided to do this project since it would allow me to interact more with where the user is touching the screen.

### How My Project Works:

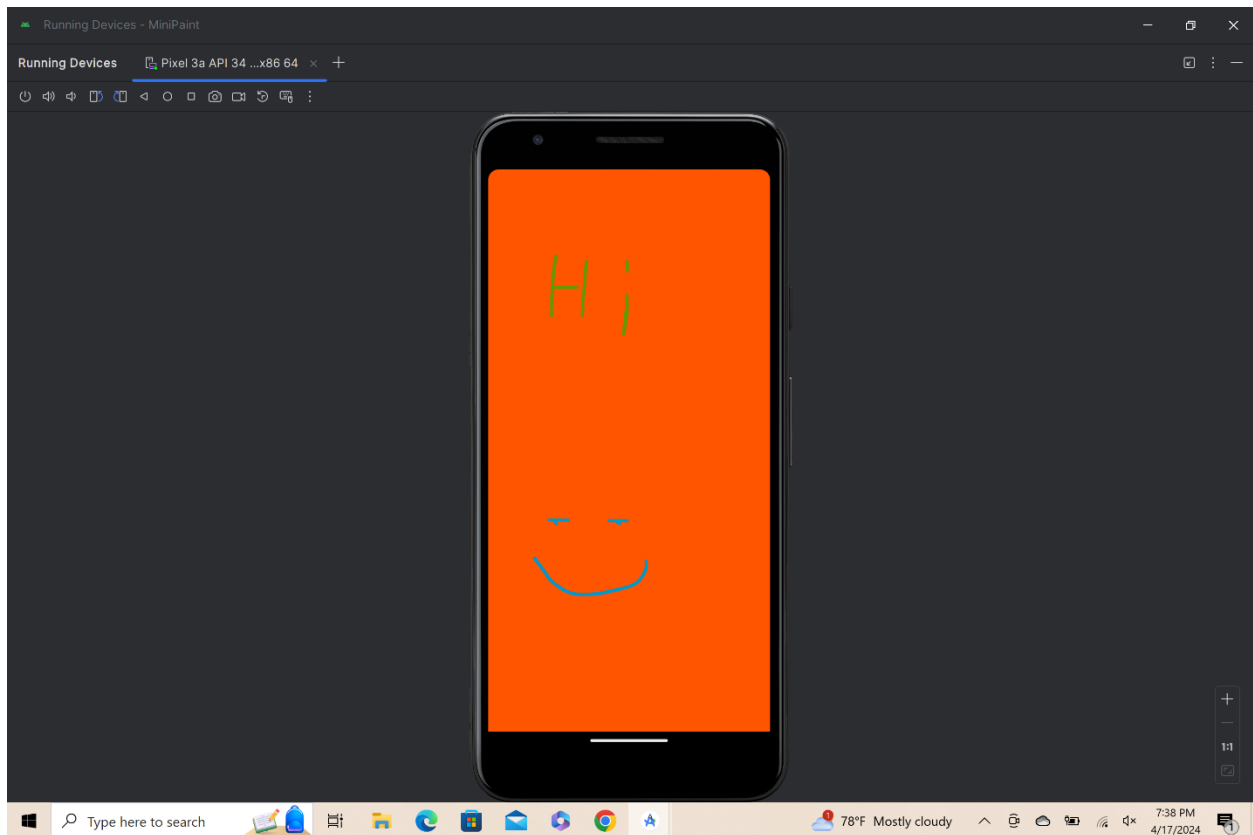
When launching the app, the user will see a blank background. The user can touch the screen to paint with their fingers. If they start from the top half of the screen, the paint color will be green. If they start from the bottom half of the screen, the paint color will be blue.

Here are some screenshots:

This is what the app looks like upon launch. The background here is blank.



This screenshot shows the app with some drawings on it. Depending on which side of the screen you started on changes the color. If you started on the top half, it is green (as seen in the "Hi" drawing). If you started on the bottom half, it is blue (as seen in the smiley face drawing).



### What Did I Learn:

I learned more about how touch is reflected in the emulator. I also learned how to use it for different purposes, like having different parts of the screen do something different.