

Task:

Create a program to display your name to screen (5 Letters min). You are not allowed to use the text() function and your name must be created entirely using the shapes used in class (circle, rect, triangle, etc). The requirements for this task are:

Task Criteria Submit first (through Google Classroom / Brightspace):

- Create an IPO chart for your program (only what is listed on the IPO will be assessed for the mouse and keyboard part of the rubric)
- Submit your IPO chart
- Create your program using the following:
 - Documentation (Header Comment (both file header and method header) and body comments comments)
 - Input (using specific mouse and specific keyboard commands)
 - Output (your name) and the reaction to input
 - Variables (built in and custom)
 - Conditional statements (including if, else if, else, &&, ||, <, >, etc.) must be used.
 - For loops
 - While loops
 - At least one mouse method different from those shown in class
 - At least one keyboard method different from those shown in class
 - Proper use of the mousePressed and keyPressed variable vs method
 - Use of user defined methods
 - **ONE SPECIFIC INPUT**: When I hold down the first first letter of your name (lower case only), I want to see a grid of triangles (This must be in a nested loop). Note this requirement does not count as fulfilling the previous one. It will however count to fulfill either of the loop requirements above.

* If you are struggling with incorporating loops in your name, think about using them for background images behind your name.

Alternatively you can start creating a game of your choice that you will continue to work on during the course culminating in Dec/Jan. This game must meet the same requirements from above