Software Engineering Lab
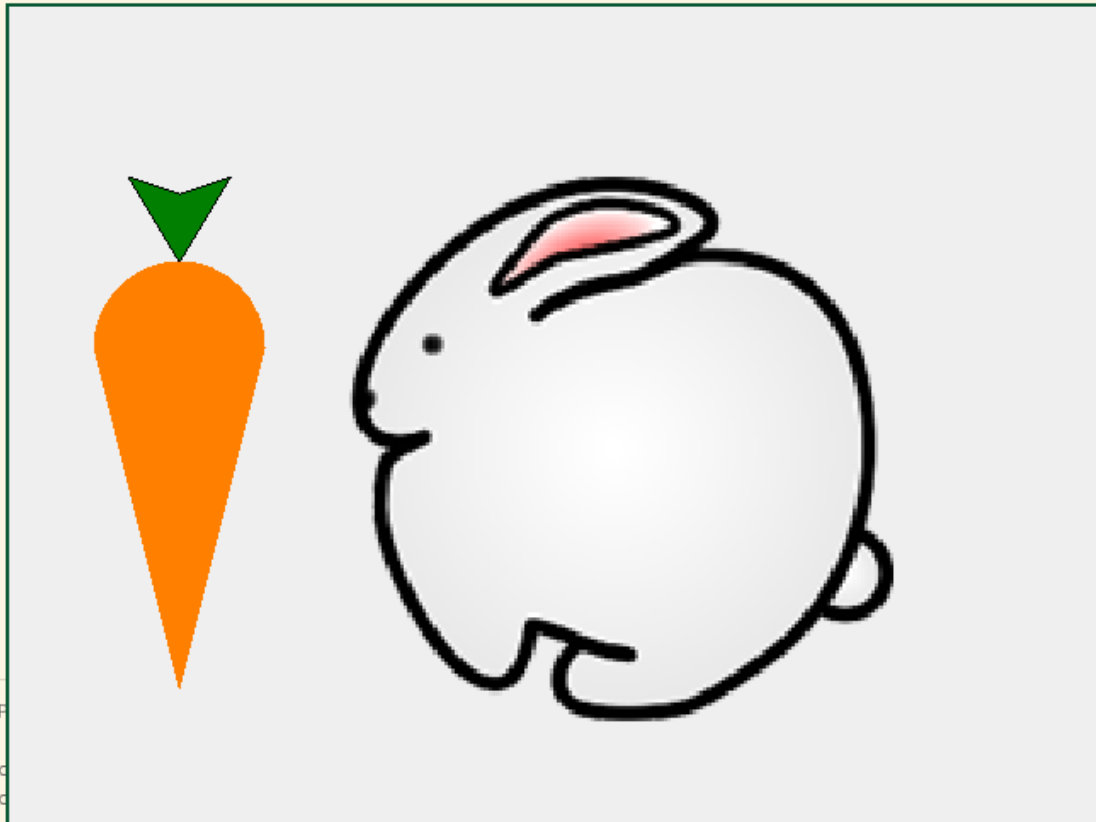
Direction Lab #4

3rd February 2022

1. Write code in program 4.1 and run it in Visual Studio. What does the program draw in its window?

```
class Simple_drawing_window(QWidget):
```



```
OUTF
igeic
igeic
igeio: libpng warning: iCCP: known incorrect sRGB profile
igeio: libpng warning: iCCP: known incorrect sRGB profile
igeio: libpng warning: iCCP: known incorrect sRGB profile
```
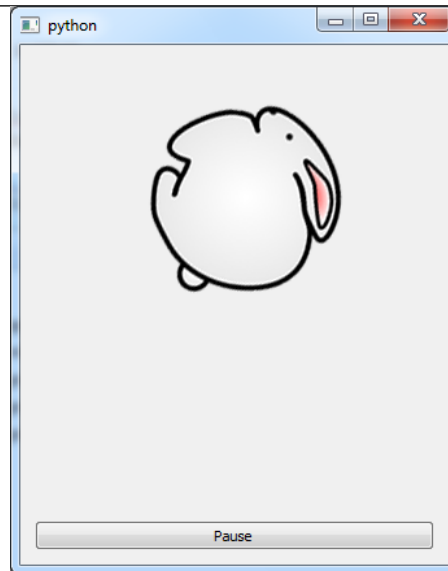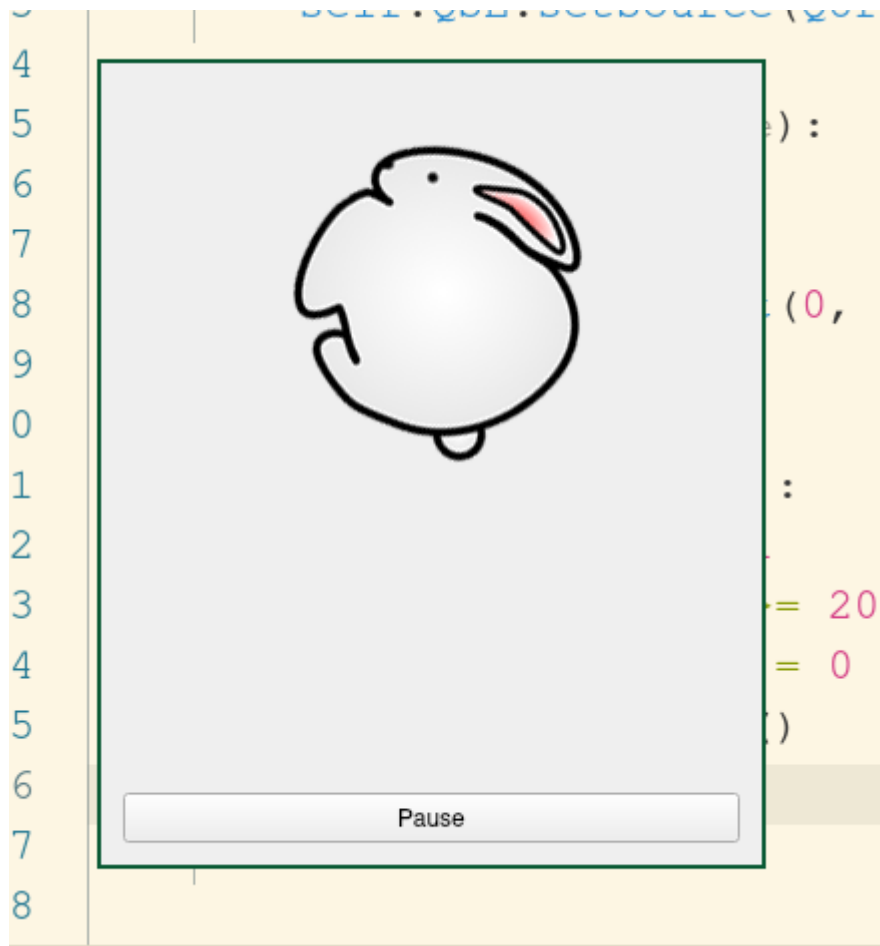
2. Modify program 4.2 by adding a button which Play/Pause the animation in the window.
- If the animation is running, the button text will be "Pause" and when pressed, the animation will be paused.
- If the animation is stopped, the button text will be "Play" and when pressed, the animation will be resumed.

```
3        self.QSE.setSource(QU
4
5                              ) :
6
7
8                            (0,
9
0
1                            :
2
3                          = 2
4                          = 0
5                          )
6
7
8
```
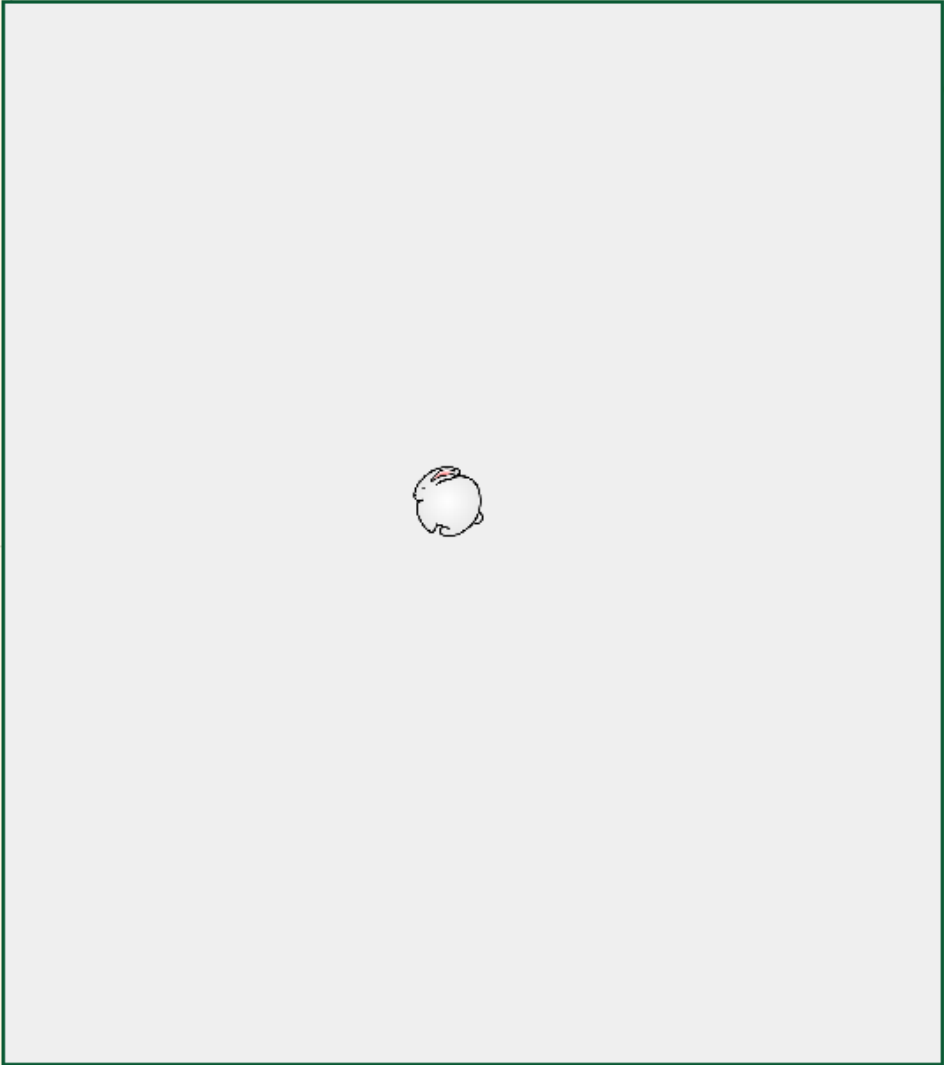
[Play]

3. Modify Program 4.3 so that when you click on the rabbit (it is hit!), the sound "rabbit_hit.wav" is played. If you click anywhere else, the sound "rabbit_missed.wav" is played instead.

```
22
23
24
25
26
27
28
29
30
31
32
```


PROBLEMS

```
Hit!!!
Hit!!!
Hit!!!
Miss
Hit!!!
Miss
Hit!!!
Miss
Miss
Miss
Miss
Miss
Hit!!!
Miss
Miss
Hit!!!
```

Homework: Design a GUI application based on your Python SE project. Apply what you have learned in this lab to create a prototype GUI program from that design. The GUI should at least contain **Image, Animation and Sound**.