



Introduction to Programming

Credit Task 5.3: Hover Button Test

Overview

Correct button code and add highlighting of a button when the mouse hovers over it.

Purpose: Modify a graphical program.

Task: Correct and extend a graphical button program.

Time: This task should be completed before the start of week 7.

Resources:

- [Pine C, 2009 *Learn to Program*, Chapter 6](#)
- Sobkowicz, M 2015 *Learn Game Programming with Ruby: Bring Your Ideas to Life with Gosu. The Pragmatic Programmer* **Pg 29-30**.
[Available online from the Swinburne Library](#)

Note: Remember to submit **all tasks** to Canvas for assessment. Also make sure you *fix and resubmit* any tasks you did not get signed off last week!

Submission Details

You must submit the following files to Canvas:

- Corrected code for *hover_button_test.rb*
- Screen shot of the button with the text 'Click Me' visible and the button highlighted.

Make sure that your task has the following in your submission:

- Your correction fixes the issues identified by the supplied test data.

Instructions

Make the following corrections to the program *hover_button_test.rb* (see the Resources for this task):

- The button should have a black border around it when the mouse is moved over it to highlight it.
- At the bottom of the screen there should be a display of the mouse x and y locations at all times (not just when the mouse is clicked)
- When the button is clicked the background should change to yellow, if the window area outside the button is clicked the background should change to white.
- Make sure the button works as per the test data below.

	btnX	btnY	btnWidth	btnHeight		MouseX	MouseY	Answer
Test 1	50	50	100	50		75	75	TRUE
Test 2	50	50	100	50		75	10	FALSE
Test 3	50	50	100	50		75	200	FALSE
Test 4	50	50	100	50		10	75	FALSE
Test 5	50	50	100	50		200	75	FALSE

The screen should look as follows when the mouse is over the button:



Submit your code to Canvas with a screen shot of it running.

End of Task