Abbey: Hi, Kate. Could you help me with our game? I was trying to find a part that stops and plays music in our program to show my friend, and it took me so long to find it. Is there any way to make our game easier to read?

Kate: Yes! Of course! Programs are usually written in many small procedures, called subs in Visual Basic.

Kate: Each sub is responsible for some small aspect of the programs functionality.

Abbey: So, we could create a procedure to control the music in the game?

Kate: Yes, that’s the idea, exactly.

Kate: You could name the procedure “ControlMusic”.

Kate: Let me show you how to do that.

*Tutorial Part 1…*

Abbey: It wasn’t hard at all! And our Main() method became smaller. That is exactly what I needed.

Kate: Ok, now try to do the same thing with the code that changes the volume and draws a target instead of mouse.

Abbey: Would that be in one procedure?

Kate: No, there are two tasks “ChangeVolume” and the other….?

Abbey: How about “DrawMouse”?

Kate: Sounds great…

Abbey: Just a minute it should be not hard now…

*Tutorial Part 2…*