

## CSP2108 Introduction to Mobile Application Development

### Workshop: Playing with graphics

In this workshop you will experiment under your own direction with drawing shapes on the screen using the *display* library and doing simple timed animation affects using the *transition* library. At the same time you will practice using Lua language features such as local variables, functions, tables, properties and methods.

#### Instructions

1. Create a new Corona project for this week, calling it *MyFace*.
2. Download starter.lua from Blackboard and copy its contents into your main.lua
3. Save and relaunch to see the starter code run. You should see a primitive drawing of a face and some simple animation.
4. Inspect the code and try to figure out how it works.
5. Now go nuts. Change and add to the code to draw your own favourite face, and create some animation effects.

To do this, find out about how to create and manipulate the DisplayObjects that you need from the Corona API docs, at

<https://docs.coronalabs.com/api/library/display/index.html>

The other libraries are also described there. The docs contain some example code, and you will also find tips and pointers by searching the Corona Labs website, e.g.

<https://coronalabs.com/?s=DisplayObject>

6. Possibly your tutor might offer a prize for the best face!