

Idea

- 1) Use the mix of graphics like the grid of circles and have colors placed inside of them.
- 2) So anytime a user hovers over the circles a random color can be seen inside of the circle.
- 3) Also the mouse used to check the color inside of the circle will have a shadow effect on itself with different colors being displayed in the shadow.
- 4) With this, it will be interactive in both ways, the cursor and the circles themselves.

Idea

- 1) You have random objects placed on the screen and when the user clicks on one of the ~~objects~~ object, a message gets displayed for instance a bar of gold (rectangle) would display a fact about gold.
- 2) User can react to as many objects as he likes which are present on the screen.
- 3) When they are done, they can close the program.

(working on a segment of a project)

```
11 int userInput = Console.ReadLine();  
    int loopCount = 0;  
    bool condition = true;  
    while (condition)  
    {  
        loopCount++;
```

```
        Console.WriteLine("what's your Number?");  
        int uInput = int.Parse(Console.ReadLine());
```

```
        if condition = uInput >= 0;
```

$$\boxed{3 \times 1 = 3}$$

N.J

(another segment of the project worked on)

String word = "Mohawk"

Random rng = new Random();

int max = 400;
int min = -400;

int arraySize = 10;

int [] randomNumbers = new int [arraySize];

for (int i=0; i < randomNumbers.length; i++)

{

randomNumbers[i] = rng.Next(min, max + 1);

// syntax for random numbers ↴

Console.WriteLine(\$"Random Number # {i} is

{randomNumbers[i]}");

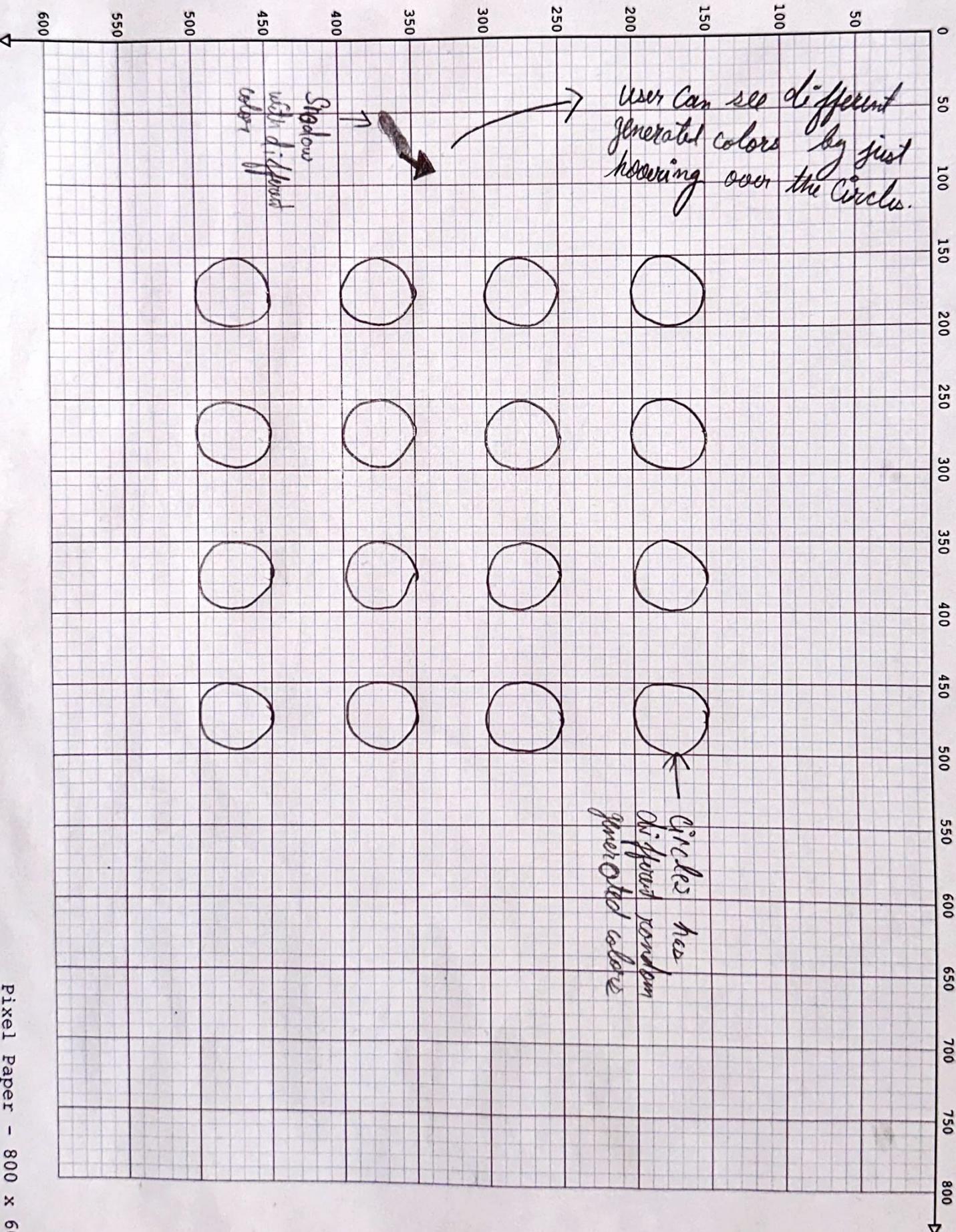
[]

000

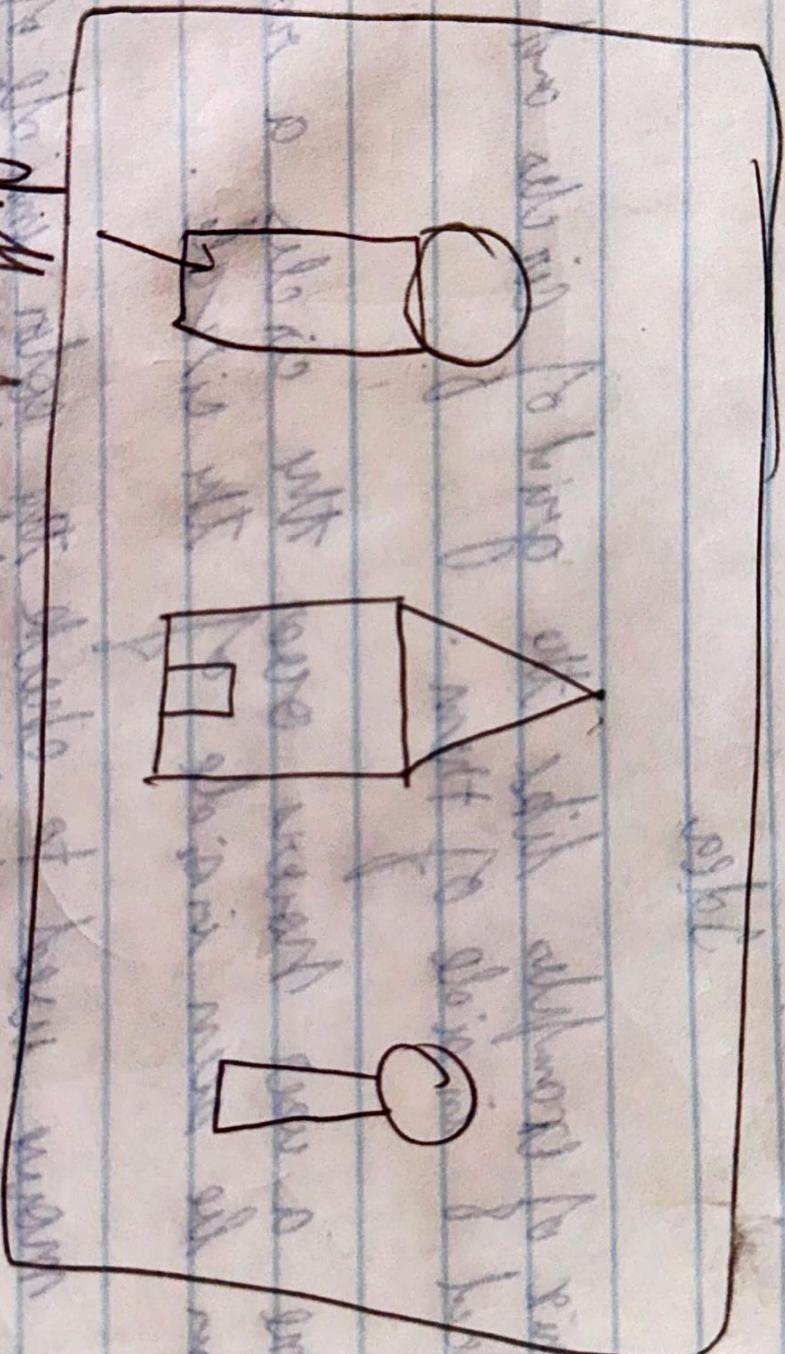
000

This would never
different random
generated colors

Rough sketch for another idea)



(Rough Sketch)



With the different types of cameras, it's probably best to use the color film in when you want to take pictures.

Start

User starts with a basic image of trees and a house in front of them

Process

the process is that the program runs and sees which object has been clicked and colors the object with pre-defined color

User sees the object gets filled with the predefining colors

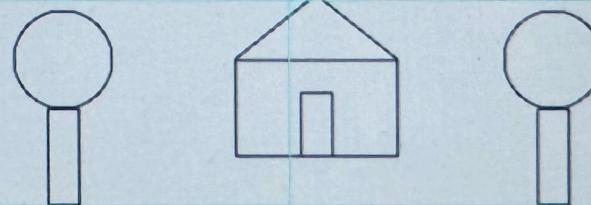
Input
User click on an object regarding a click

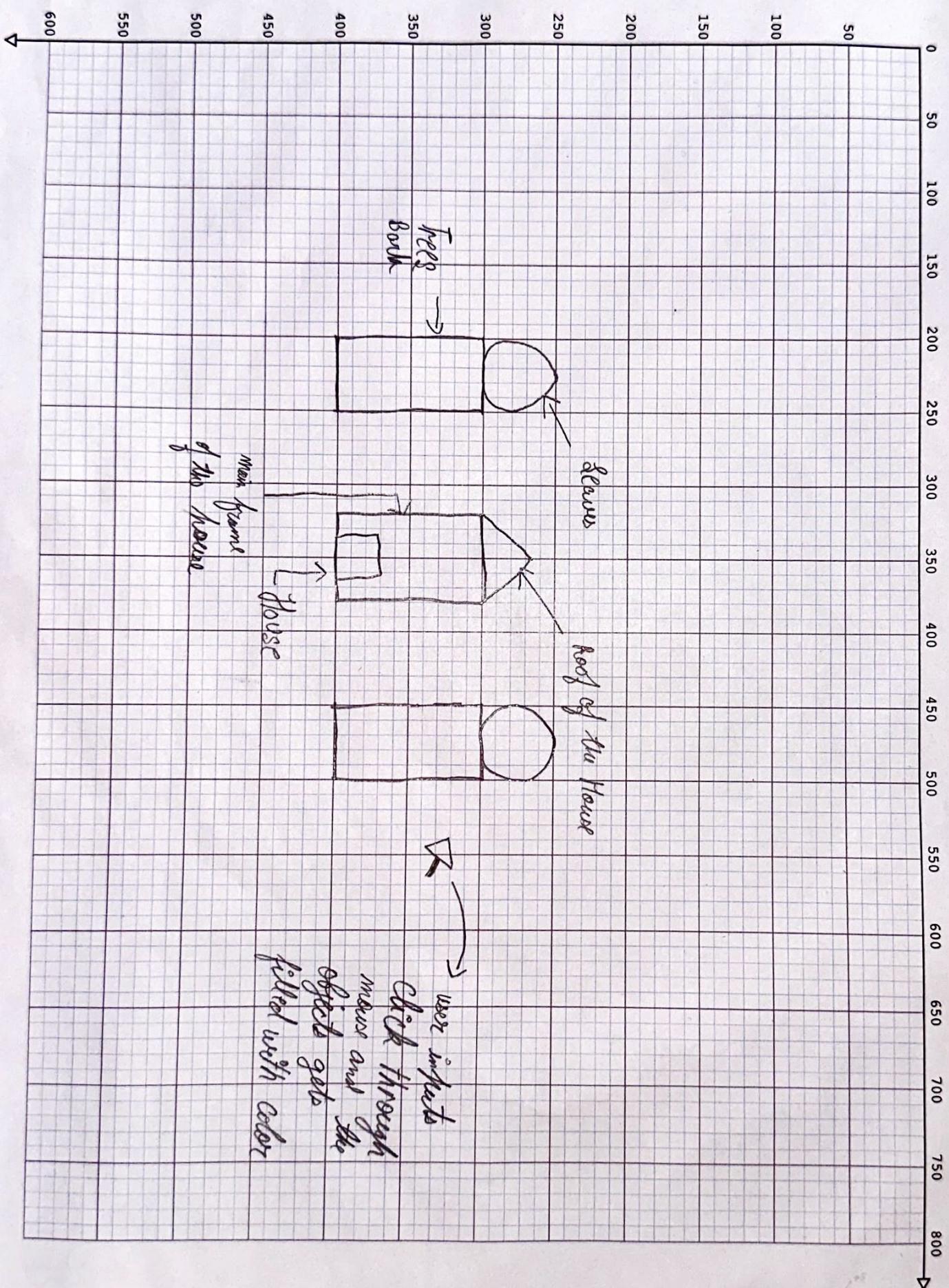
if the user decides to go with coloring, they would be able to and have the option to just and do coloring all over again.

end

Process

Using rulers to see if the objects are in the centres and are at equal distances to each other





Main Idea

(o, a)

Idea: Draw premade shapes and have the user input mouse click to fill in color in the objects.

- 1) Draw a house using different shapes such as triangle for roof, square for main frame, rectangle for door. Also draw trees.
- 2) Get the user input through mouse click.
- 3) Get the program to use the mouse click to fill in color in the shapes.
- 4) Have the colors of the shapes be reset so the user can try again.
- 5) User can play any number of times the program.