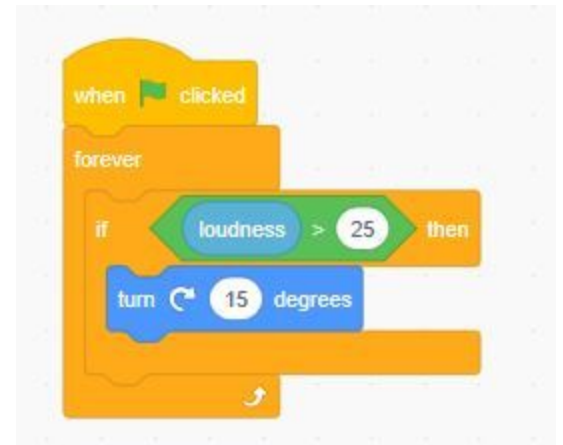




This program makes the sprite correlate with your microphone. The louder the sound you make, the higher the sprite will go. It will also come back down after you stop making the sound, as the loudness will become 0, making the y-value 0 as well.

This program checks whether or not the sound on a scale of 0-100. If the loudness is greater than 25, then the sprite turns 15 degrees to the right. You can make the sprite spin in circles my clapping loud enough.



This program runs a forever loop where the sprite consistently follows the mouse pointer across the screen at a fixed rate. It turns on its own as well.

These were some of the programs, afterwards we worked on creating a small game.