Chapter 4: Students should be able to:

☐ Import necessary classes from the PGL library (`GWindow, GRect`, etc.)

☐ Call and utilize common methods defined for a particular PGL object class.

☐ Create a `GWindow` object with the desired dimensions.

☐ Create `GRect, GOval` objects with the desired dimensions and placed at the desired location on the window.

☐ Control the color and fill of any `GFillableObject`.

☐ Create `GLabel` objects with a desired font and placed in a desired location on the screen.

☐ Decompose larger problems into smaller, simpler problems which can be tackled one at a time.

Chapter 6: Students should be able to:

☐ Use functions as first class objects, assigning them to variable to be later used or returned by another function.

☐ Add event listeners to listen for mouse events within a PGL graphics window.

☐ Define appropriate call-back functions to be called upon receiving an event.

☐ Use the `GWindow` object to share information between call-back functions <u>when</u> <u>necessary</u>.

☐ Create either interval or one-time timers which call a call-back function with some specific timing.

☐ Create a `GArc` object with desired dimensions and starting and stopping points at the desired location on the graphics window.

☐ Create `GPolygon` objects, with properly placed vertices, at desired locations in the graphics window.

☐ Create a `GCompound` object and add other graphical elements to that object before placing at a desired location.