Learning Objectives Midterm 2

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.
	${\bf Create}~{\tt GRect}, {\tt GOval}~{\tt objects}~{\tt with}~{\tt the}~{\tt desired}~{\tt dimensions}~{\tt and}~{\tt placed}~{\tt at}~{\tt the}~{\tt desired}~{\tt location}~{\tt on}~{\tt the}~{\tt window}.$
	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.
	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 \underline{when} $\underline{necessary}$.
	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.