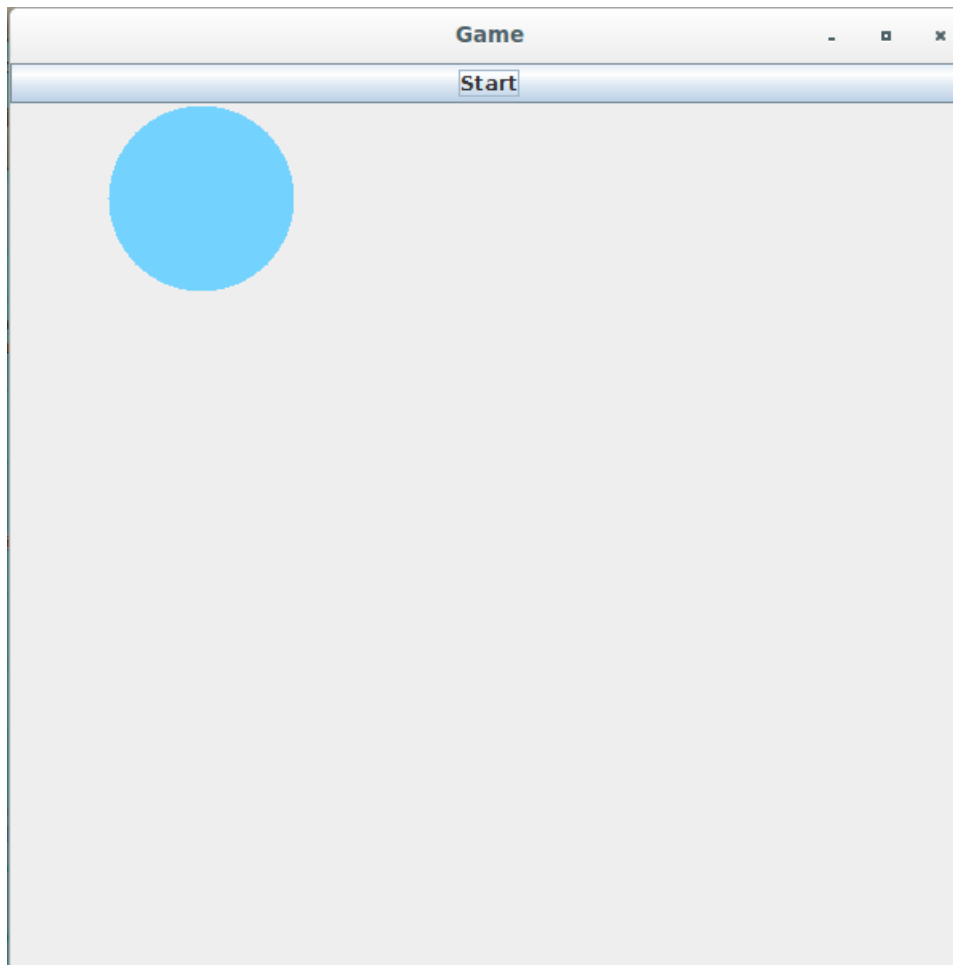


# CMPE 261 - Large Scale Programming

Worksheet(Week-07B)

## Part I

Download the last lecture example from LMS and modify it that it does following tasks.



- Add one more button to stop the tread.
- Move the circle in the canvas area continously. When ever it reaches any edges of the canvas, it must move opposed side of the edge.

## Part II

In this part, you are asked to write a simple animated application that moves a text on the screen. You must do this animation using a thread and the text moves from top to bottom of the screen.