Computer Science 220
Program 3

Learning objectives:
- Develop a Python program that uses the author's graphics package.

Assignment:
Write a program called `valentineGreeting.py` that displays a heart. Use the author's graphics packages, `graphics.py`. It is left up to you what the details of the finished product should look like.

To make the program more fun, there should be an arrow that shoots through your heart. Again it is up to you to decide what this should look like. Use a loop to make the arrow move.

The loop that makes the movement may go too fast. To slow it down, use the `sleep()` function from the `time` library that is a part of Python. You will need to import the library into your code. The line `time.sleep(0.1)` will make the program pause for one tenth of a second.

Display a greeting like, "Happy Valentine's Day!", within your greeting card.

Make certain to provide the user on instructions on how to interact with your greeting card. At a minimum give a message like "Click anywhere to close" allowing the user to click within the window to close the greeting card.

We will have a little in-class competition for the best valentine's greeting card.

Submission:
Upload the file `valentineGreeting.py` to your class OAKS account.

Policies:
See the Content section's "Policies for all assignments" document found on OAKS.