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1  """
2
3  Author:      Muhammad Anees Khan
4  Created:     03/15/2020
5  Description:  Animation of clouds moving across the canvas.
6
7  """
8
9  #background
10 Rect(0,0, 400, 400, fill='skyblue')
11 #ground
12 Line(0, 375, 400, 375, fill='limegreen', lineWidth=50)
13
14 #ball
15 ball = Group(
16     Circle(200,350,20, fill='firebrick'),
17     Circle(192, 345, 5, fill='white'),
18     Circle(208, 345, 5, fill='white'),
19     Circle(192, 345, 3, fill='black'),
20     Circle(208, 345, 3, fill='black'))
21
22 ball.visible=False
23 #clouds
24 clouds = Group(Circle(100, 66, 30, fill='white'),
25     Circle(123, 43, 30, fill='white'),
26     Circle(100, 46, 30, fill='white'),
27     Circle(73, 66, 30, fill='white'),
28     Circle(62, 43, 30, fill='white'),
29     Circle(139, 70, 30, fill='white'),
30     Circle(235, 47, 30, fill='white'),
31     Circle(261, 56, 30, fill='white'),
32     Circle(235, 80, 30, fill='white'),
33     Circle(284, 83, 30, fill='white'),
34     Circle(312, 44, 30, fill='white'),
35     Circle(324, 83, 30, fill='white'))
36
37 app.stepsPerSecond = 60
38
39 clouds.dx=3
40
41 # A text letting the user know how to start the game
42 text = Label('Click Anywhere to Start', 200, 200, visible=True)
43
44 def onMousePress(x, y):
45     text.visible=False
46     ball.visible=True
47
48 def onStep():
49     if text.visible==False:
50         clouds.centerX+=clouds.dx
51     if clouds.left>400:
52         clouds.right=0
```