Sandbox | CMU CS Academy

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#Background
app.background='black'

#instructions to use the program
l1=Label('Click on Pentagons to increase Size and Rotate', 200,10, fill='white', size=16)
l2=Label('Click anywhere to draw a Star', 200,26, fill='white', size=16)
l3=Label('Click on the shapes to increase Size and Rotate', 200,41, fill='white', size=16)
l4=Label('Click to Start', 200,200, fill='white', size=25)

#list
app.colors = [  'green', 'blue', 'purple', 'red', 'orange', 'yellow', 'darkGoldenrod' ]

#creates polygon by indexing into lists
def drawColoredDiamond(centerX, index):
    diamonds = RegularPolygon(centerX, 300, 20,5, fill=app.colors[index])

drawColoredDiamond(100, 1)
drawColoredDiamond(300, 5)
drawColoredDiamond(150, 6)
drawColoredDiamond(350, 3)
drawColoredDiamond(50, 4)
drawColoredDiamond(250, 2)

#Pressing the mouse button on the canvas will remove the text and start the program
#Clicking on the canvas will create Star wherever you click
#Clicking on shapes will increase their size and rotate them
def onMousePress(mouseX, mouseY):
    l1.visible=False
    l2.visible=False
    l3.visible=False
    l4.visible=False

    point = app.group.hitTest(mouseX, mouseY)
    if (point == None):
        colors = [ 'pink', 'yellow', 'skyblue', 'Green', 'crimson', 'darkGoldenrod' ]
        color = choice(colors)
        star = Star(mouseX, mouseY, 20,5, fill=color)

    else:
        point.radius += 5
        point.rotateAngle += 20
```