

@System32Comics

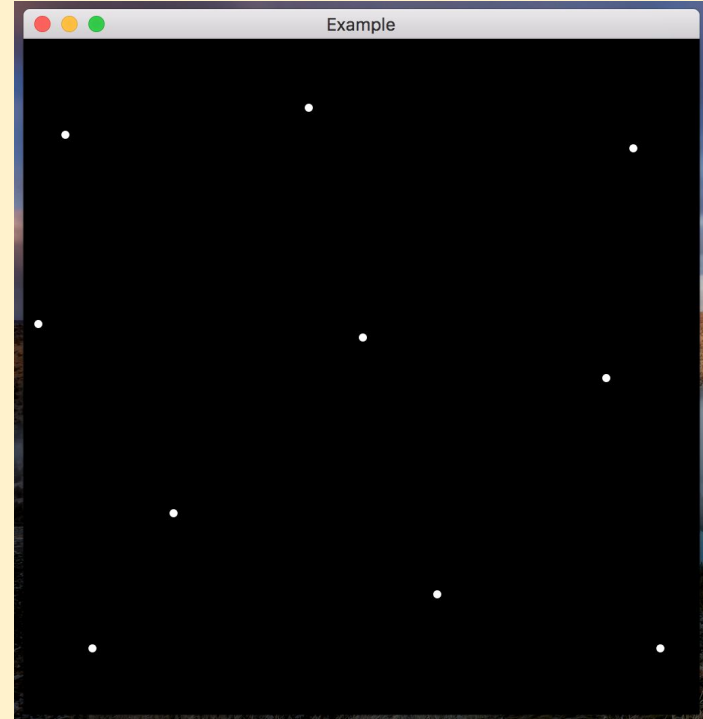
CS 110

Graphics

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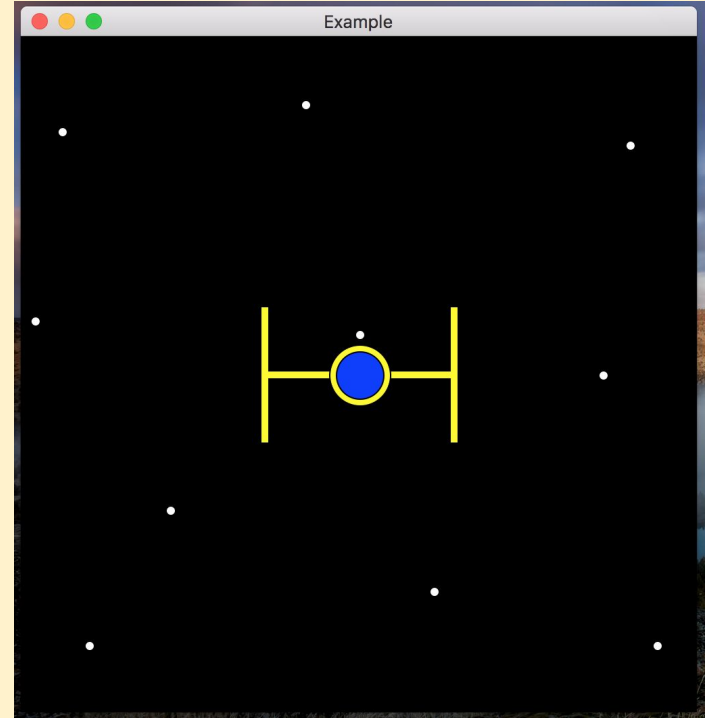
Create a black, square canvas

- Download **space.py**
- Put it in IDE
- When run, should display a canvas like the one shown



Implement the draw_tie_fighter function

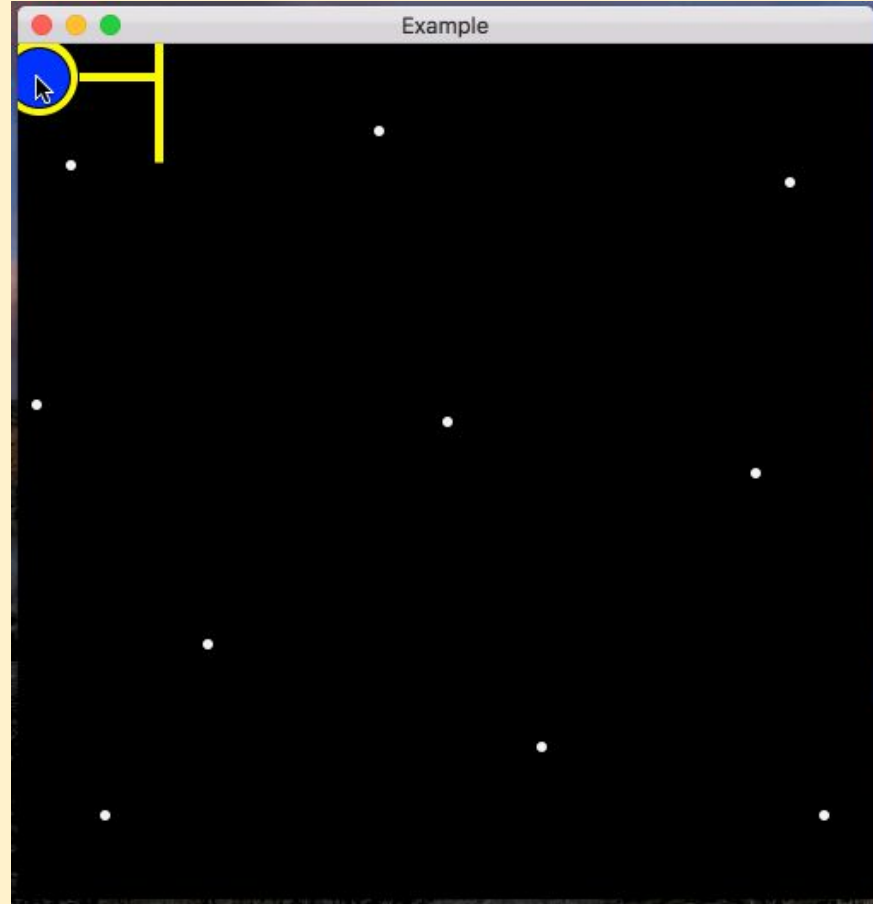
- Add code to **draw_tie_fighter** so that the canvas will display something like what is pictured when **space.py** is run



```
def draw_tie_fighter(gui):  
    ''' Draw a tie fighter.  
    gui: A graphics object. Draw with this.  
    '''  
  
    gui.line(180, 250, 320, 250, 'yellow', 5)  
    gui.line(180, 200, 180, 300, 'yellow', 5)  
    gui.line(320, 200, 320, 300, 'yellow', 5)  
    gui.ellipse(250, 250, 45, 45, 'yellow')  
    gui.ellipse(250, 250, 35, 35, 'blue')
```

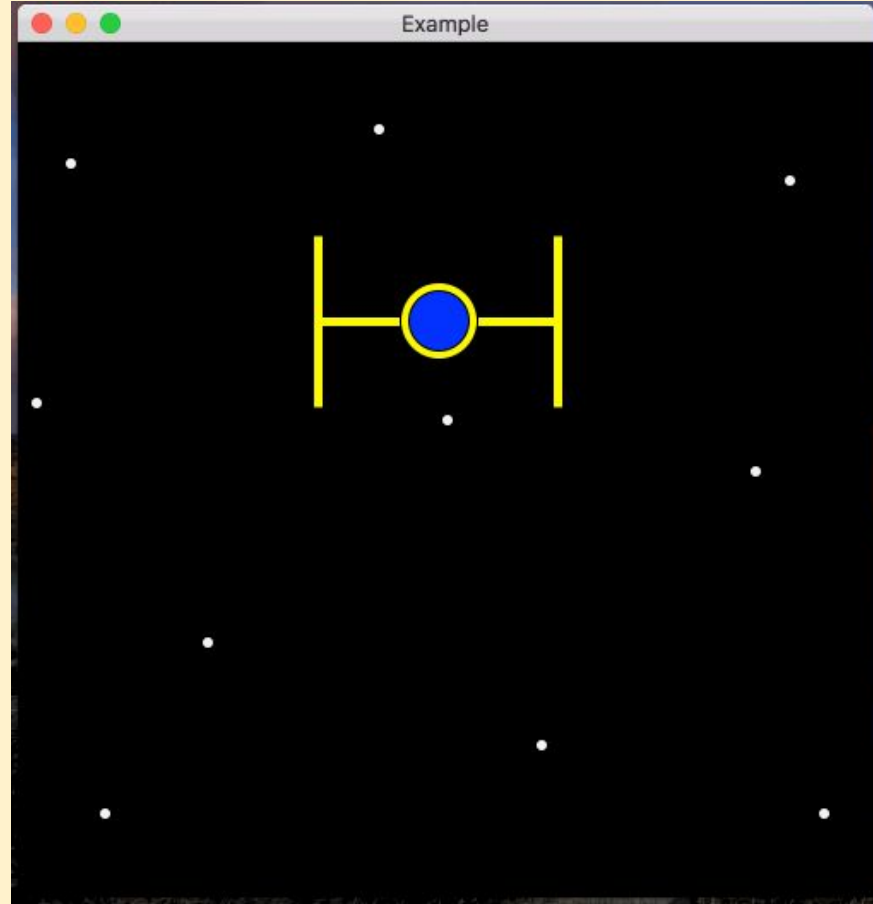
```
def draw_tie_fighter(gui):  
    ''' Draw a tie fighter.  
    gui: A graphics object. Draw with this.  
    '''  
  
    x = 250  
    y = 250  
  
    gui.line(x-70, y, x+70, y, 'yellow', 5)  
    gui.line(x-70, y-50, x-70, y+50, 'yellow', 5)  
    gui.line(x+70, y-50, x+70, y+50, 'yellow', 5)  
    gui.ellipse(x, y, 45, 45, 'yellow')  
    gui.ellipse(x, y, 35, 35, 'blue')
```

Write the code so
that the TIE
fighter moves
with the mouse



```
def draw_tie_fighter(gui):  
    ''' Draw a tie fighter.  
    gui: A graphics object. Draw with this.  
    '''  
  
    x = gui.mouse_x  
    y = gui.mouse_y  
    gui.line(x-70, y, x+70, y, 'yellow', 5)  
    gui.line(x-70, y-50, x-70, y+50, 'yellow', 5)  
    gui.line(x+70, y-50, x+70, y+50, 'yellow', 5)  
    gui.ellipse(x, y, 45, 45, 'yellow')  
    gui.ellipse(x, y, 35, 35, 'blue')
```

Write the code so that the TIE fighter moves with the mouse but does not match the position exactly




```
def draw_tie_fighter(gui):  
    ''' Draw a tie fighter.  
    gui: A graphics object. Draw with this.  
    '''  
  
    x = ( gui.mouse_x / 3 ) + 163  
    y = ( gui.mouse_y / 3 ) + 163  
    gui.line(x-70, y, x+70, y, 'yellow', 5)  
    gui.line(x-70, y-50, x-70, y+50, 'yellow', 5)  
    gui.line(x+70, y-50, x+70, y+50, 'yellow', 5)  
    gui.ellipse(x, y, 45, 45, 'yellow')  
    gui.ellipse(x, y, 35, 35, 'blue')
```