

29. Python Graphics: Python Code

Mr. Neat

Waldo Class

- Open the `Waldo.py` file and try and make some sense of it.
- There is no explicit lab other than to study the file

Lab 28 – Where's Waldo!

- Make your entire scene (flag, person, landscape,...)
- Make a Waldo at a random location and hide it (undraw) it
- Include click counter from previous lab
- When Waldo is found, show the Waldo, tell the user they won and stop counting.
- Note this is a repeat of a Java lab. Think about which implementation you prefer