

27. Python Graphics: Bouncing Waldo

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Lab 27

- Use the new Waldo
- Your Waldo should travel across the screen from left to right.
- When your Waldo goes off the screen to the right, it should change its direction and come back across the screen from right to left.
- When it hits the left side, it should reverse direction and go back again.
- This action should repeat indefinitely
- Hint: to control speed of Waldo, put an nested for loop in the loop. Adjust the number of calculations the nested loop does in order to get the desired motion affect.