```
void aufgabe1()
                                      void aufgabe3()
   int x;
                                          int x, y;
   float r;
   Color farbe;
                                          sp.setPosition(
                                             window.getWidth() / 2,
   r = 0f;
                                             window.getHeight() / 2);
   x = 0;
                                          sp.setSpeed(5);
   while (x < window.getWidth())</pre>
                                          while (true)
      farbe = new Color(r, r, r);
      window.drawLine(
                                             x = window.getMouseX();
         x, 0, x,
                                             y = window.getMouseY();
         window.getHeight()-1,
         farbe);
                                             sp.dreheZu(x, y);
      r += 1f / window.getWidth();
                                             sp.bewege();
      x++;
                                             window.clear();
   }
                                             sp.draw(window);
   window.paintFrame();
}
                                             window.paintFrame();
                                          }
void aufgabe2()
                                       }
   int x, y;
   while (true)
      x = window.getMouseX();
      y = window.getMouseY();
      sp.setPosition(x, y);
      window.clear();
      sp.draw(window);
      window.paintFrame();
   }
}
```

