```java
void aufgabe1()
{
    int x;
    float r;
    Color farbe;

    r = 0f;
    x = 0;
    while (x < window.getWidth())
    {
        farbe = new Color(r, r, r);
        window.drawLine(
            x, 0, x,
            window.getHeight()-1,
            farbe);
        r += 1f / window.getWidth();
        x++;
    }
    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();
    }
}
```

```java
void aufgabe3()
{
    int x, y;

    sp.setPosition(
        window.getWidth()  / 2,
        window.getHeight() / 2);
    sp.setSpeed(5);

    while (true)
    {
        x = window.getMouseX();
        y = window.getMouseY();

        sp.dreheZu(x, y);
        sp.bewege();

        window.clear();
        sp.draw(window);

        window.paintFrame();
    }
}
```