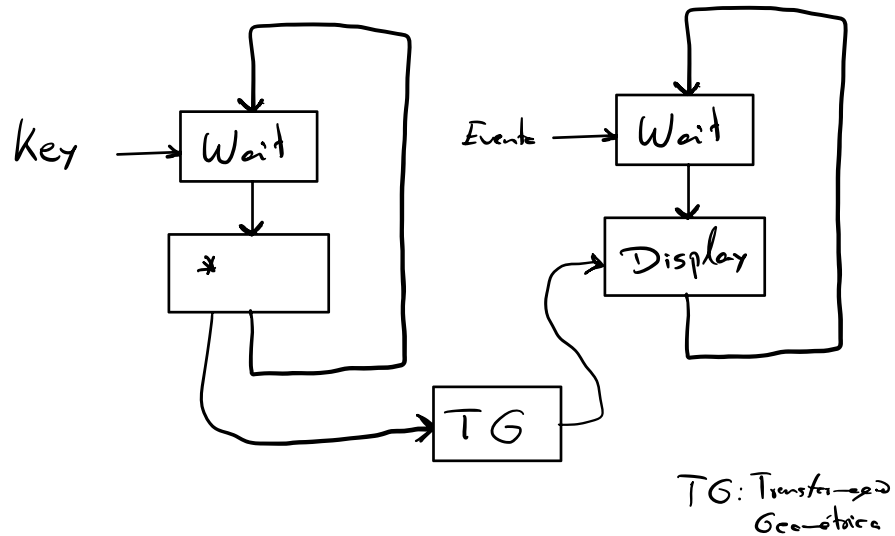


# Interfaces

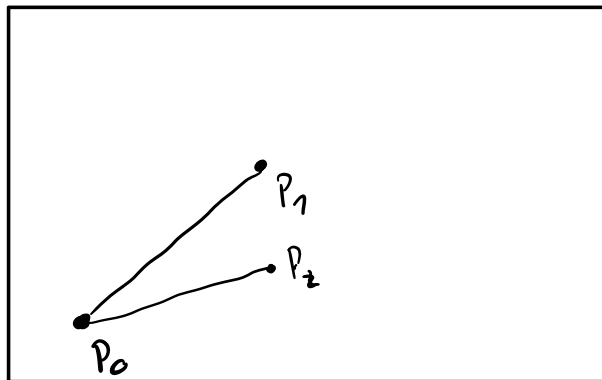
Key pode ser  
de um teclado,  
rato, caneta, etc.

\* Altera as  
variáveis  
correspondentes



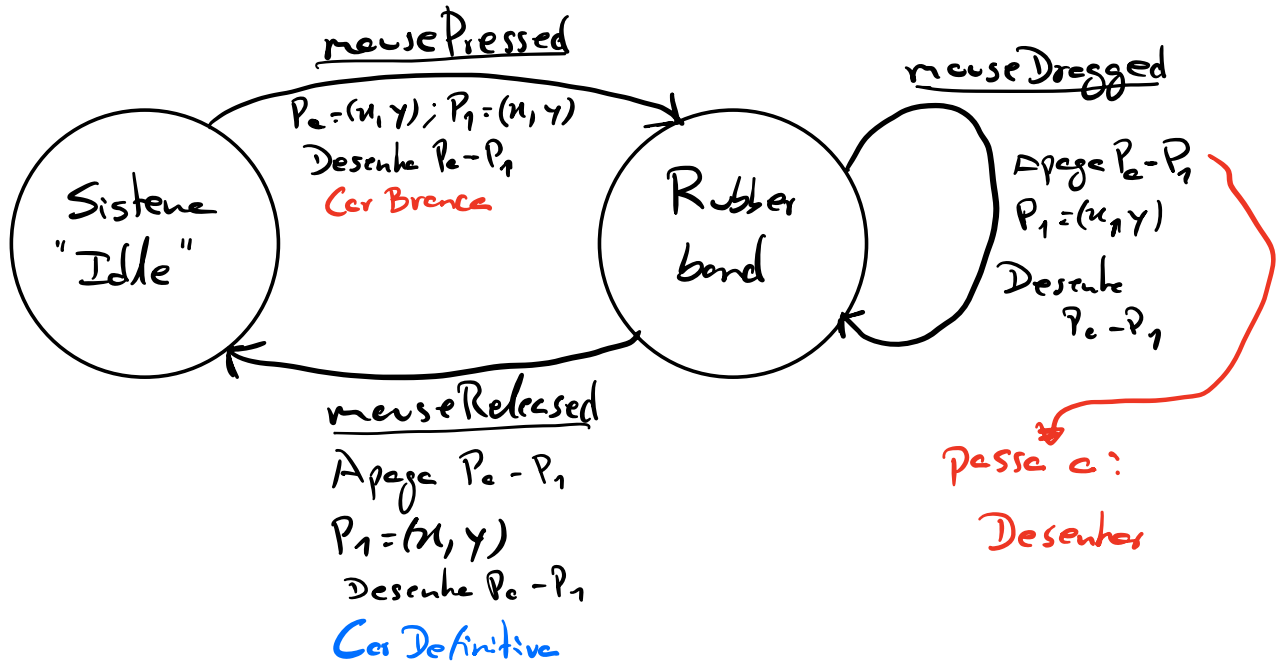
## Técnica de Rubberband

em  $P_0 \rightarrow \text{MousePressed()}$   
em  $P_1 \rightarrow \text{MouseRelease()}$



# Diagrama de Estados

● → Node XOR  
● → Node Copy



XOR

Cer Inicial	0	1
Cer Desenhe	1	1
Cer Final	1	0

XOR Cer Desenhe	1	1
	<hr/>	
	0	1