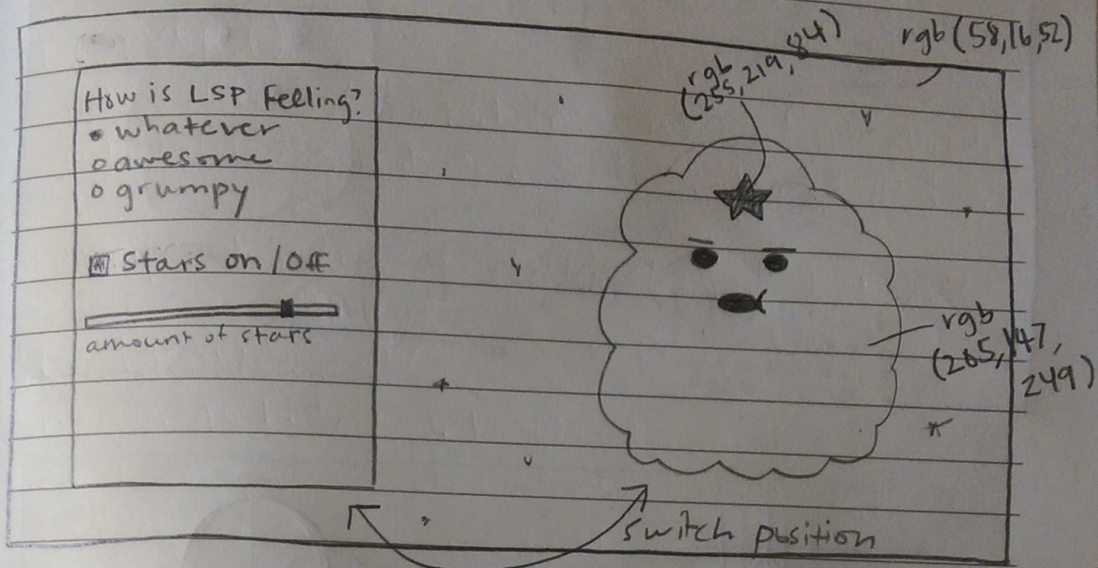


Programming Exploration 4

UI Objects & Text

10-5-14



LSP
boolean whatever;
boolean awesome;
boolean grumpy;
void drawLSP();
void drawWhatever();
void drawAwesome();
void drawGrumpy();

Stars
void draw();

```

if (whatever == true) {
  drawWhatever();
}
else if (awesome == true) {
  drawAwesome();
}

```

- stars[] - add/remove stars to match slider #
- only draw stars if checkbox is checked
- stars are drawn randomly across the canvas, in varying sizes

blue (rgb(25, 184, 205))
 periwinkle (98, 116, 192)

LSP color (195, 161, 248)