

Oreo McFlurry
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APCS Pd 6

Simon
color D0, L0, D1, L1, D2, L2, D3, L3 boolean playingState Button sq0, sq1, sq2, sq3 ArrayList pattern Iterator userItr, sqrliterator int timer, currentUserSqr
void setup() void draw() void renderRound() void mouseClicked() void lightUp(int sqr) void shutOff(int sqr) void resetSqr() void gameOver()

Modified from here:

<https://github.com/drew-pi/Ruff-Commandos-Final-Project/blob/main/v0/ButtonDriver/Button.pde>

Button
float _cornerX, _cornerY float _width, _height color cDarker, cLighter, currentColor
Button(float x, float y, float len, float high) Button(float x, float y, float wid, float high, color colD, color colL) void turnOn() void shutOff() void display(color c) boolean isInButton()