Lab 10: Finishing a simple game

This week you will finish a mostly-complete game involving a cat and mouse chase. The partially-complete game is named lab10.py in the labs area of the course website. In addition, you will need mouse.bmp and cat.bmp from the same location.

The program has a single method commented out in the Cat class, and 7 in the Mouse class. These are commented out because they don't contain any code at the moment. Write the code for these methods, uncomment them, and uncomment the lines of code lower down in the program which use them, and if your code is correct, the program will work.

Descriptions of what each method does are included as comments in the code. Once finished, the user controls the mouse, with the goal of avoiding the cat. The cat automatically moves toward the mouse whenever `cycle` is called on the cat. The game does not need to end if the cat catches the mouse, but feel free to make this sort of addition!