

21. Python Graphics: Practice Click

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getMouse()

- `getMouse()` is a `GraphWin` method.
- `getMouse()` pauses until the user clicks the mouse in the `GraphWin` window.
- This method can be used to make an app pause until the mouse is clicked

Lab 21

- Make a copy of your code from the review lab (the one with all of your parts in it)
- Use the mouse click method to allow each element of your picture to show up sequentially.
- For example, when the app starts,
 - The window should be blank
 - After you click once, the grass should appear
 - Click 2: the sky should be added to the grass
 - Click 3: the sun should be added to scene
 - Click 4: the person.....