

Learning to Program with F#
Exercises
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I det følgende skal vi benytte os af biblioteket Canvas til at lave et interaktiv applikation in F#.

0.1 The Box

0.1.1 Teacher's guide

Emne grafik og interaktion

Sværhedsgrad Middel

0.1.2 Introduction

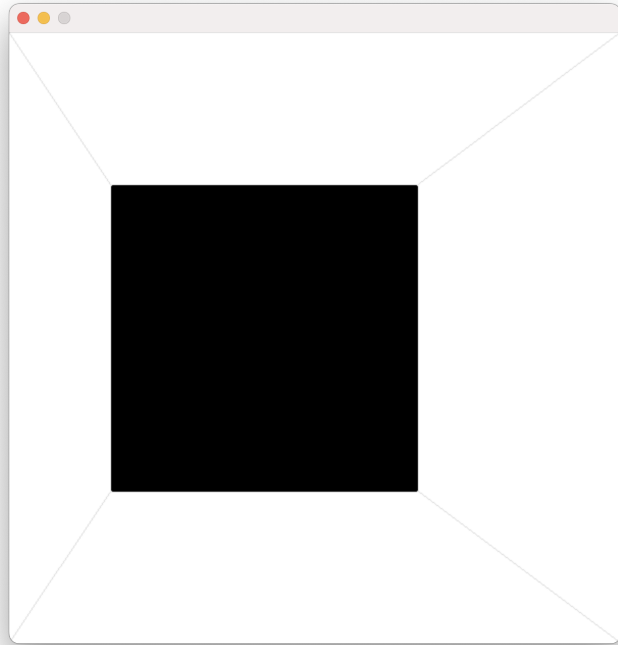
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0.1.3 Exercise(s)

0.1.3.1: Make a simple, interactive program using the Canvas library, and which could be the start of a game. You are to modify the demo-program `color_boxes.fsx`, such that instead of colored boxes the resulting program:

- (a) Creates an interactive canvas
- (b) Draws a black box on a white background with grey lines from the corners of the box to the nearest corner of the canvas-
- (c) When the user presses the right or left arrow key, then the box with lines are moved to the right and left respectively.

An example of how this could look is:



The functions `runApp`, `setLine`, and `getKey` are most likely essential for this task.