

Cool Animation II

In this exercise, you will create an animation using GLabel. You will start with a default string which consists of all “A” letters and you will continue changing each letter until it reaches the target text. You will start with the first “A” and change it to “B”, then “C” until you get the first char of the target text. When the first char is correct, you will do the same thing with the second char and so on until you get the target text. When you get the target text, it should stay on the screen for a second and start again with the default string. Please note that your program should work with any text and the animation should continue forever. You can use “pause(PAUSE_TIME)” method to create animation. A sample run is shown below:

