This class assignment is designed to deepen your understanding of methods by writing a series of methods. Start by setting up a window that is 800 x 600. Select a background color of your choice (NOT BLACK). The following methods will be written below the **setup()** method.

**Action Methods**

**randomStar()** – this method creates a little star at a random spot on the screen. Use the following code in the body of your method to draw a star:

int[] x = {50,61,83,69,71,50,29,31,17,39};  
int[] y = {18,37,43,60,82,73,82,60,43,37};

beginShape();  
for(int i=0;i < x.length; i++)  
 vertex(x[i],y[i]);  
endShape(CLOSE);

Add the appropriate methods so the star will appear at a random location. This method does NOT allow the user to select the location of a star. (Hint, pushMatrix() and popMatrix() will be used)

Use a for loop in the setup method to call the star() method 100 times to produce 100 stars on the screen.

**eyes()** – this method will draw a pair of eyes at a given location. The code below will draw one eye and is designed to help you complete this method faster.

noStroke();  
smooth();

fill(255);  
ellipse(50,50,60,60);  
fill(0);  
ellipse(50+10,50,30,30);  
fill(255);  
ellipse(50+16,45,6,6);

**windows()** – this method draws a simple windows logo made up of four colored squares surrounded by a thick black border. Users should be able to select the location of the windows logo as well as the size of the logo. The black border around the edge will always be 1/10 of the size of the entire logo.

