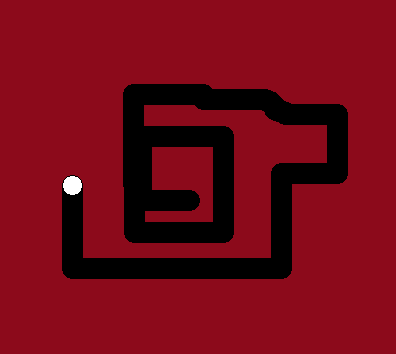
**Purpose:** To use if statements and variables to control the movement of an object on the screen.

**Description**: Most commercial programs use the keyboard to control input into their program. Your goal is to create a program that uses the W, A, S, and D keys to move a (20 x 20) ellipse around on the screen. As you press the ‘w’ key, the circle will go up. The ‘s’ key makes the circle drop down. The ‘a’ key causes the circle to go left while the ‘d’ key moves the circle to the right. You will create a window on the screen that is no smaller than 800 x 600 and no larger than 1024 x 768. Your circle may leave a trail behind it or no trail at all. However, if your circle reaches the edge of the screen, it should wrap around to the other side. The screen shot below demonstrates one possible solution. Yours may look different.

**\*\*\*NOTE\*\*\*** - Processing has a boolean variable called keyPressed that is true if a key is currently pressed down. It also has a method called keyPressed() that is activated whenever a key is touched. You may use either the method or the variable to solve your problem. USE THE REFERENCE GUIDE FOR HELP.



Circle that leaves a trail.