Jack Cardwell

Professor Bailey-Kellogg

Computer Science 10

April 13, 2015

Problem Set 1 Extra Credit Explanation

For extra credit in this assignment, I allowed the user to easily change color and toggle whether or not they could paint. I used commands in handleKeyPress to change the regionRed, regionGreen, and the regionBlue , as well as the boolean enablePainting. The loop that draws contains a conditional that only allows it to progress if enablePainting is true. Here is a key…

Spacebar: pauses and restarts painting capabilities

‘e’: changes the drawing color to red

‘o’: changes the drawing color to orange

‘y’: changes the drawing color to yellow

‘g’: changes the drawing color to green, which is the default color

‘b’: changes the color to blue

‘l’: changes the color to purple