Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ worksheet13C

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| Given a Graphics object named g and given an int named timeDealy, implement this pseudocode: draw “hello” at x=100,y=100 if timeDelay is greater than 0  decrement timeDelay  return draw “goodbye” at (100,200) | g.drawString(“hello”,100,100); If (timeDelay>0) {  timeDelay--;  return; } g.drawString(“goodbye”,100,200); |

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| Implement this pseudocode: draw “one” at x=100,y=100 if timeDelay is greater than 0  decrement timeDelay  return draw “two” at x=100,y=200 |  |
| Implement this pseudocode: draw “abc” at x=100,y=100 if timeDelay is greater than 0  decrement timeDelay  return draw “xyz” at x=100,y=200 |  |