PROGRAM STRUCTURE

1. Initialize global variables
2. Define helper functions
3. Define classes
4. Define event handlers
5. Create frame
6. Register event handlers
7. Start frame and timers

# SimpleGUI program template

# Import the module

import simplegui

# Define global variables (program state)

# Define "helper" functions

# Define event handler functions

# Create a frame

# Register event handlers

# Start frame and timers