Welcome!

We'll get started shortly ...

CS 49 Section

Week 9

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Agenda

- Logistics and check-ins
- Review of lecture concepts
  - Animation loop
  - Graphics functions
- Section Problem : Scribble

Logistics

How to get hold of me / get help+

- The section forum, 24 hr turnaround
- Email: bosesurajit@fhda.edu, 24 hr turnaround
- Office hours:
  - On campus: Tuesdays 12:00 noon to 1:30 pm, room 4218 in the STEM center. Entry is from room 4213
  - By appointment on Zoom
- Other resources:
  - Contact Lane via Canvas
  - Online or in-person tutoring via the STEM center (Room 4213)

Check In

- Any questions about:
  - Medical test simulation problem
  - Program information flow (parameters, arguments, returns)
  - Concepts from previous weeks
  - Any homework exercises or problems
- Please take the Zoom survey!

Lecture Review

Animation Loop

- Animations are effected by rendering the same graphic over and over in incrementally different positions
- First, get the canvas, the shape dimensions, and the starting coordinates
- Then, in a loop (while some condition is true):
  - Draw the shape at the current coordinates
  - Get the new coordinates (incrementally different from original)
  - Pause for a small delay so the viewer's eye can track the shape to its new position

Animation Loop

```
from graphics import Canvas

CANVAS_WIDTH = 400
CANVAS_HEIGHT = 400
VELOCITY = 2       # the rate at which the animation changes
DELAY = 0.05       # the pause between successive renderings
START_SIZE = 0
END_SIZE = 200
```

Animation Loop

```
def embiggen_circle():
    canvas = Canvas(CANVAS_WIDTH, CANVAS_HEIGHT)
    size = START_SIZE
    while size <= END_SIZE:
        start_x = CANVAS_WIDTH / 2 - size / 2
        start_y = CANVAS_HEIGHT / 2 - size / 2
        circle = canvas.create_oval(start_x, start_y,
            start_x + size, start_y + size, 'purple')
        size += VELOCITY
        time.sleep(DELAY)
```

Any Questions?

Graphics Functions

```
# get the x and y location of the mouse
mouse_x = canvas.get_mouse_x()
mouse_y = canvas.get_mouse_y()

# move shape to some new coordinates
canvas.moveto(shape, new_x, new_y)
```

Graphics Functions

Write a function to highlight the location of the mouse, keeping track of it wherever it moves.

```
from graphics import Canvas

# Constants
CANVAS_SIZE = 400
SQUARE_SIZE = 40
DELAY = 0.01
```

Graphics Functions

```
def highlight_mouse():
    canvas = Canvas(CANVAS_SIZE, CANVAS_SIZE)
    square = canvas.create_rectangle(0, 0, SQUARE_SIZE,
            SQUARE_SIZE, 'pink')
    while True:
        mouse_x = canvas.get_mouse_x()
        mouse_y = canvas.get_mouse_y()
        canvas.moveto(square, mouse_x - SQUARE_SIZE / 2,
            mouse_y - SQUARE_SIZE / 2)
        time.sleep(DELAY)
```

Section problem: Scribble

https://codeinplace.stanford.edu/foothill-cs49/ide/a/sectionscribble

Scribble

- Draw a circle wherever the mouse pointer is on the screen
- As the user moves the mouse within the canvas, a circle of size **`CIRCLE_SIZE`** is drawn with the mouse position as the top left of the bounding box
- Other given constants: **`CANVAS_WIDTH`**, **`CANVAS_HEIGHT`**, **`DELAY`**
- Bonus: Check that the mouse is within the canvas before drawing the circle

Questions Before We Begin?

That's all, folks!

Next up: Lists!