**MAP523-DPS923**

**Lab Two**

In this lab, you are required to develop a simple interactive application. To start, download the code that we developed during our last lecture, the animated character.

Modify the code so that the user can control the animated character as follows:

* Move to a specific location on the screen by providing (X,Y) coordinates.
* Select the speed of motion between “Run” and “Walk”

To do this, provide two textboxes for the user to enter X and Y coordinates. Also, create two buttons and name them “Run” and “Walk”, accordingly. The user enters the X, Y and clicks on either buttons to move the character.

Finally, add a label on the screen that counts the total number of steps taken by the character since the application has started.

**Note:** If either X or Y provided by user is out of range, you will need to warn the user (Illegal Move) and stop the character to move.