

My project is a little animation that mainly features a flower with six petals whose colors are randomly generated every time the program runs. In this flower, the center and the stem cannot be moved, while each of the petals can be moved by pressing down and dragging the mouse. The movement of the petals are independent of each other. When the mouse is released, the petal that was dragged remains static in that position. Above the flower on the output window, there is also a line of text that says "Feel free to pick the petals" and continuously shifts from the left edge of the screen to the right.