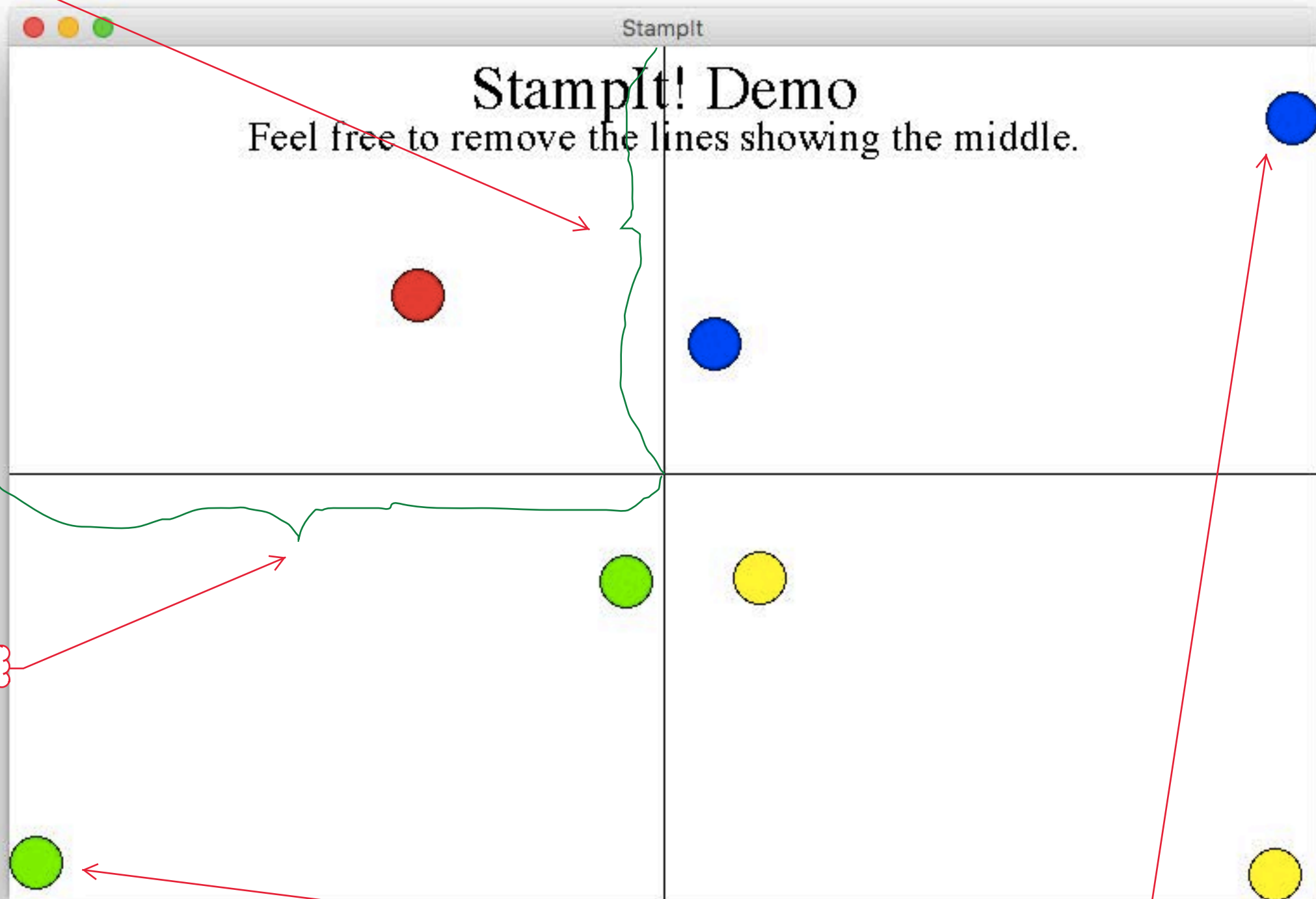


In this example, the color of the object changes depending on the quadrant. You don't have to change the color, but something has to change (color, size, kind of object, etc.).

`this.getHeight() / 2`

See the code at the end of StampIt.java where these lines are drawn using GLine objects. You can use this same math to determine which quadrant the mouse click is in.

`this.getWidth() / 2`



If mouse is clicked near the edge, the object stays completely on screen, just touching the edge