Week 13 Lab Assignment Goals
- Add interactivity to Pygame through clickable buttons.
- Task 4 in project 4 requires you to add interactivity to your Pygame display. Through this lab, you will learn how to make simple buttons work in Pygame.

Step 0 : Create a GitHub repository
- Go to https://classroom.github.com/assignment-invitations/beb54022ac1ecd0612db4003b782b95e
- Accept the assignment invite and clone the repository onto your machine
- Open a Terminal window or command prompt and 'cd' to the cloned directory

Step 1 : Understand how buttons work
- The starter code provides you barchart.py, button.py, and barviewer2.py from week 12's lecture
- Run 'python3 barviewer2.py' and then read through button.py to understand how a button is implemented.
- Whenever the display loop in barviewer2.py detects an event, it calls the Button.*handle_event* method
- Button.handle_event() compares the X and Y coordinates of the mouse click with its own rectangle's coordinates to check whether the mouse click was intended for this button. If so, it prints a message to the console.

Step 2 : Make a useful button
- Starting here, work through the rest of the lecture 12 to create a button that toggles between displaying sorted and unsorted data.
- Push your code to GitHub.

Step 3 : Commit code to GitHub
- Commit and push your code to GitHub

Have fun working on project 4!