More Zelle Graphics

User input

Mouse click events with `getMouse()` < - Waits until something happens!

Keyboard events with `getKey()` < - Waits until something happens!

`checkMouse()` and `checkKey()` don’t block so you can use them in loops to check if an event occurs since the last time they were called

Colors are tuples of red, green, blue values

Can refer to colors by tuple or by string

See the assignment for details...
More Zelle Graphics

Animation

Works like a flipbook where we repeatedly move objects, then draw

But! We must be careful of time for the animation to work correctly

`time.sleep(0.03)` # system call which pauses program for 0.03 seconds

`update(30)` # Zelle call which maintains 30 fps (smoother than sleep)!
Exercise: Circle on mouse click

Draw a circle centered at the user’s mouse click
Exercise: Animate a circle

Animate a circle that moves from the left, middle of the screen to the right, middle of the screen.

What is the start point?

What is the end point?

What direction should the circle move in X and Y?
Exercise: Animate a circle
Exercise: bullseye

Ask the user for multiple mouse clicks and place a bullseye at each one using a function