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| --- | --- |
| NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_ | **Coordinates** |
| **Square Move** | **DATE: Wednesday, April 24, 2019** |

If we had these variables:.

int squareX=200;

int squareY=300;

int squareSize=25;

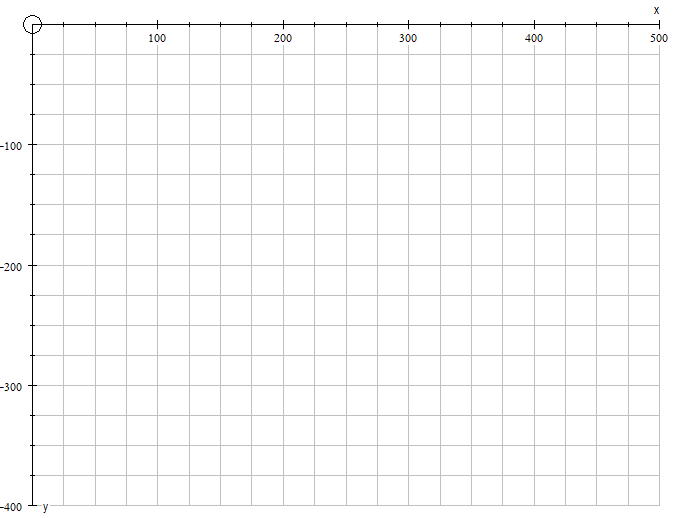
Color squareColor=Color.green;

int squareSpeed=10;

Draw what the following code would do:

g.setColor(squareColor);

g.fillRect(squareX,squareY,squareSize,squareSize);

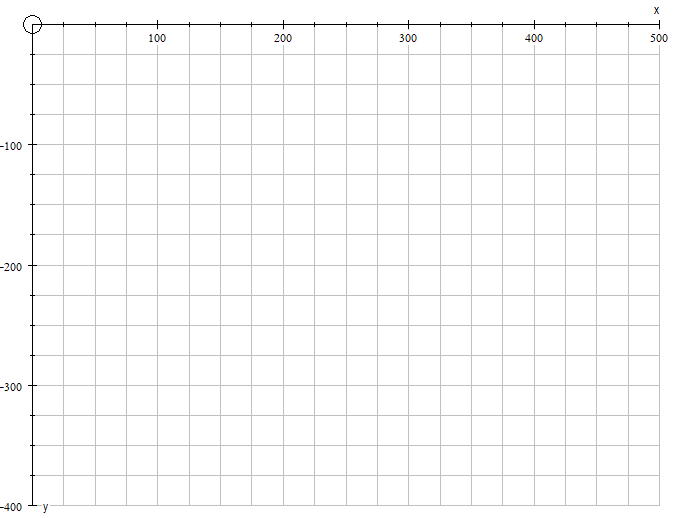


If they hit the right key once (and speed is 10 pixels), what are the values of the variables now:

squareX=\_\_\_\_;

squareY=\_\_\_\_;

If this was our graphics: (square is at squareX=475; squareY=50;



If they hit the right key once (and speed is 10 pixels), what are the values of the variables now:

squareX=\_\_\_\_;

squareY=\_\_\_\_;

If they hit the r key what would change according to the instructions

squareX=

squareY=

squareSize=

squareColor=

squareSpeed=

If they hit the 2 key what would change according to the instructions

squareX=

squareY=

squareSize=

squareColor=

squareSpeed=