|  |  |
| --- | --- |
| 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=