

BRONX COMMUNITY COLLEGE
of the City University of New York
DEPARTMENT OF MATHEMATICS AND COMPUTER SCIENCE

CSI32 Section E01
Spring 2017
Due: Wednesday, March 8, 2017

Project 1
February 27, 2017

An Animated Graphics Program

Using the `cs1graphics` package

This project is simply to use the methods of Drawable classes in `cs1graphics` to produce an interesting graphic presentation which involves motion (you can use the `time.sleep()` function to time the motion of objects.)

Consider using `rotate`, `flip`, `scale`, `clone`, `move` and any other methods for movement of drawable objects.

Use `Layers` to move collections of shapes together as a unit.

Use `wait` to let the user interact with the display.