

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

CSI32 Section E01
Spring 2017
Due: Wednesday, February 28, 2018

Project 1
February 20, 2018

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.