1. Write a program that opens a graphics window 800 pixels by 600 pixels, and draws a button «Exit» in the middle of the window. As soon as the user clicks on it, the window is closed and the program is terminated.

2. Write a program that opens a graphics window 800 pixels by 600 pixels, and draws a button «Exit» at the bottom of the window. When the user clicks a mouse, the coordinates of the click are displayed in the middle of this window, but if the user clicks on «Exit» button, the window is closed and the program is terminated.

3. Write a program that draws a rectangle in the left top corner of the window, then the program smoothly moves the rectangle by diagonal to the right bottom corner of the window.
Hints: you'll use a for loop, and make small shifts.

Here is a sketch of the code for "flying" part:

```
r  = Rectangle(Point(0,30),Point(70,70))
# set outline and fill colors
# draw

for i in range(400):
        if i%3 == 1:
            r.move(1,2)
        else:
            r.move(2,1)
        sleep(0.05)
```


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