



COMP 125: Mouse Events

Week 10, Lab 07



Instructions

- **Make:**
 - a canvas of at least 400x400
 - a ball (circle) that starts at a diameter of ≥ 30
 - the ball move in both the x and y directions
- **Bounds:**
 - Use padding on the boundaries to keep the ball within the canvas. Make it look as though the outside of the ball bounces from the sides, not the center of the ball.
 - Hint: padding = (diameter / 2) + 1
- **mousePressed(), mouseReleased():**
 - If the mouse is pressed, slow the motion of the ball by at least half. Use temp variables to save and restore the ball's motion.
- **doubleClicked():**
 - If the mouse is *double* clicked, stop the ball. If the ball was already stopped, restart it.
- **Challenges (do at least one):**
 - Shrink the ball each time it hits an edge until it reaches some minimal size, say 5px in diameter
 - Stop/restart the ball only if the double-clicking happens inside the ball.
 - If the mouse is single-clicked somewhere on the canvas, move the ball in the opposite direction from the mouse.