

Creating Graphics Part 2 - warm up

Think about the information you provide when drawing the shapes.

What information would be different if you want to draw the simple graphic in a different place?

What information would be the same?

Follow the [directions in the slide deck](#) to continue the Graphics program.

Wrap-up

Explain why and how you used parameters in your code

Creating Graphics Part 3 - warm up

Think about the information you provide when drawing shapes. What information would need to change to:

Have a row of images?

Have a column of images?

Have diagonal images?

Follow the [directions in the slide deck](#) to complete the Graphics program.

Wrap-up

Discuss at least three things you learned from the Graphics in CodeX lesson.

Part 1 SUCCESS CRITERIA:

- Complete the warm up question
- Write code that will draw assigned shapes
- Design a simple holiday graphic using circles, lines and rectangles
- Write code that will draw a simple holiday graphic
- Complete a program that will draw a simple graphic

Part 2 SUCCESS CRITERIA:

- Complete the warm up questions
- Add x and y variables to the simple graphic
- Use parameters to move the simple graphic to a different location
- Add a wait(), intro() and ending() function to the program
- Program uses a button to generate a random location for the graphic
- Program uses a button to end the program execution

Part 3 SUCCESS CRITERIA:

- Complete the warm up questions
- Add a function that creates a row of images
- Add a function that creates a column of images
- Add a function that creates a diagonal of images
- Add a function that creates a grid of images
- Program uses a button to end the program execution