

Module 1: Introduction and Graphics Primitives

Lab Exercises for Week 2

(a) Open a window

- Open a window a quarter the size of the screen, positioned in the middle of the screen.
- Set the background colour.
- Display program name at the top of the screen.

(b) Allow keyboard input

- As for (a), but allow keyboard input:
 - Spacebar - change background colour to a random colour
 - ESC – to exit.