

Lesson 7 - Programming your graphics picture

Start out by setting your window based on your graph paper

Color the background

Then begin programming your picture.

Use lots of rems to indicate what it is that you are drawing.

Remember that the most common commands you will use will be

Plot area (this connects points and colors at the same time)

Box area (this draws a rectangle and colors it)

Box circle (this draws a circle but it is not colored in)

Flood (By choosing a point in the circle this will color the circle)

This program below makes a skier. You can type it in and see what it does or use it to understand the basic structure.

```
Rem John Hobbs Graphics
Rem Set the size of the screen window
Set window 0,47,0,35
Rem shading sky
Set color "blue"
Box area 0,47,0,35
Rem Drawing Mountain
set color "white"
plot area: 47,35;34,22;26,22;19,14;5,14;5,0;47,0;47,35
rem drawing skies
set color "brown"
plot area: 29,22;29,22.5;34,22.5;34,22;29,22
rem drawing pants
set color "red"
plot area: 32,22.5;32,25;33,25;33,22.5;32,22.5
rem drawing shirt
set color 23
plot area: 32,25;32,28;33,28;33,25;32,25
plot area: 32,27;30,27;30,28;33,28;32,27
rem drawing arms
set color "black"
plot lines: 32,27.5;30,27.5
rem drawing head
set color 51
box circle 32,33,28,29
flood 32.5,28.5
rem drawing eye
set color "black"
plot lines: 32.5,28.8
rem drawing ski pole
set color "yellow"
plot area: 29.5, 22.5;29.5, 28; 30,28;30,22.5;29.5, 22.5
rem drawing sun
box circle 3,11,26,33
flood 8,28
end
```