

# Assignment4

## Buttons & Mouse Control

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### Deadline

Monday, 20 January 2020 at 23:55.

### Task

- Write a program that:
  1. displays four buttons in a canvas, (30%)
  2. reads the mouse position every frame, (15%)
  3. changes the color of a clicked button, (15%)
  4. plays an audio when a button is released after being clicked, so `OnRelease` (the audio should be different for each button). (20%)
- Use functions in order to make the code readable and reusable (at least to update the mouse position and execute some actions in similar conditions). (10%)
- Comment the code extensively. (10%)

### Tips & Suggestions

- Experiment and try different ways to achieve the result.
- Use the `StdDraw` and the `StdAudio` provided at this link.
- **Always** have in mind the official documentation provided with the two libraries: `StdDraw`, `StdAudio`.
- **Include `stdlib.jar` in your submission.**
- The layout should look like **Figure 1**.

- **CHALLENGE:** use the keyboard as a piano (map at least 8 notes to 8 keys).
- **CHALLENGE:** display the configuration you decided to use in the canvas.

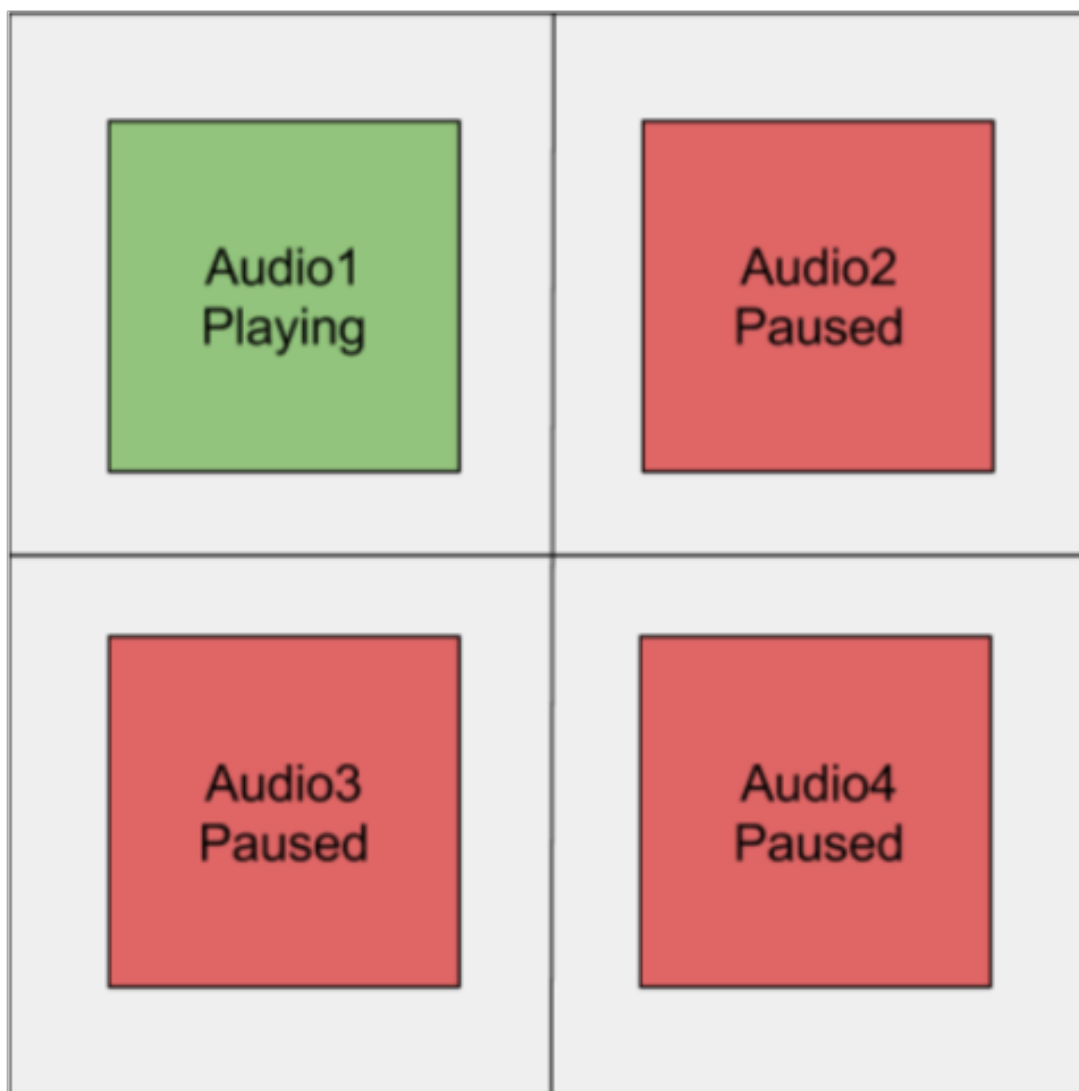


Figure 1: Layout example