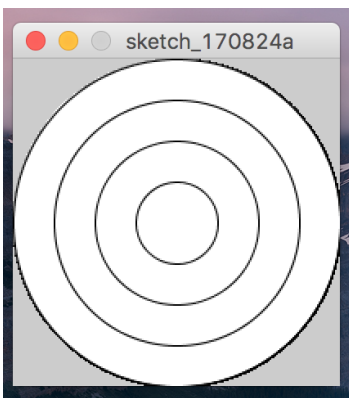


- (3) Beginning state: Beginning a game of Tic-Tac-Toe with an opponent, you have the first turn
Output state: Winning the game

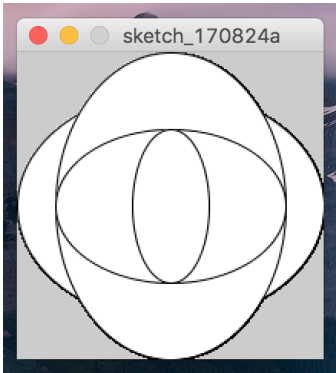
In class we've also talked about some of the basics of programming in processing. We've touched on how to set the size of the canvas, how to draw shapes, how to manipulate color and transparency, and how to use variables. Today you'll utilize all of these skills in working on these problems.

Before starting the problems, open up processing on your lab computer (or laptop, if you prefer) and create a new sketch to write code in. Also, if you don't finish all of the problems by the end of section, that is totally fine! Use the remaining problems as study material for quizzes and exams.

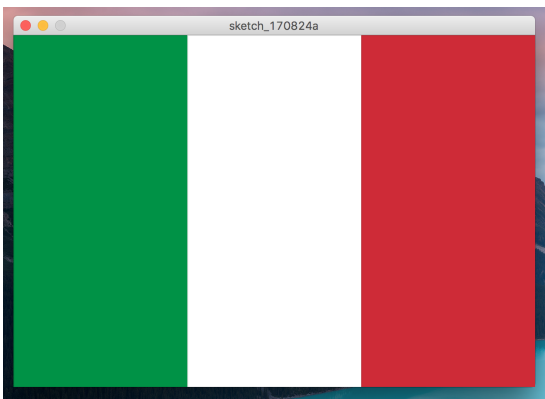
- (4) Write a processing program that produces a window like what is shown below. Make the window 200x200 pixels, and use four ellipses.



(5) Modify the program from the last problem to make the window look like the following instead. To do so, you only need to change the width and/or height of your ellipses.



(6) Create a processing sketch that displays the Italian flag, which should look like this:



Note that:

- The strokeWeight is set to 0
- The size of the window is 600 pixels wide and 400 pixels tall
- Each section of the flag is exactly 1/3rd of the window

(7) Create a processing sketch that displays the Jamaican flag, which should look like this:



Again, note that:

- The strokeWeight is set to 0
- The size of the window is 600 pixels wide and 400 pixels tall
- The yellow X crosses the entire flag