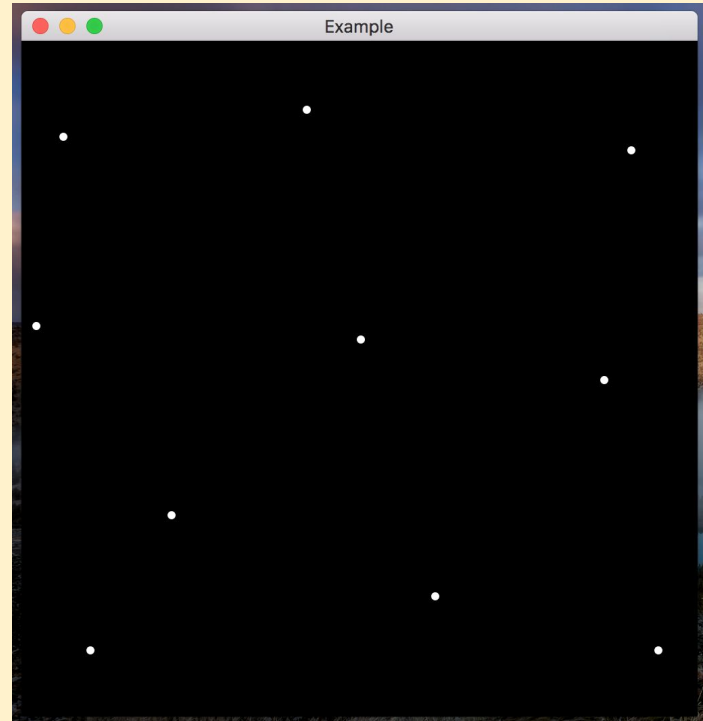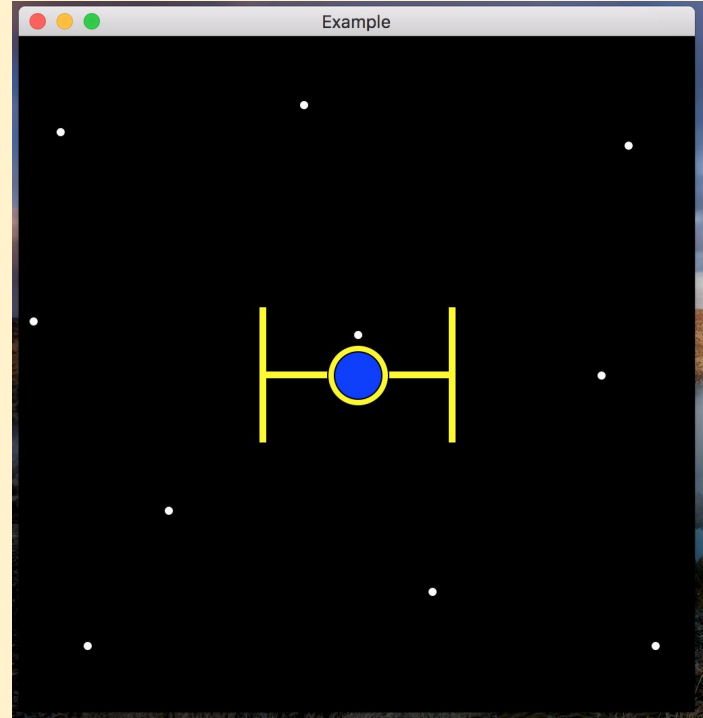# CS 110
Graphics

Benjamin Dicken

Create a black, square canvas

- Download **space.py**
- Put it in IDE
- When run, should display a canvas like the one shown
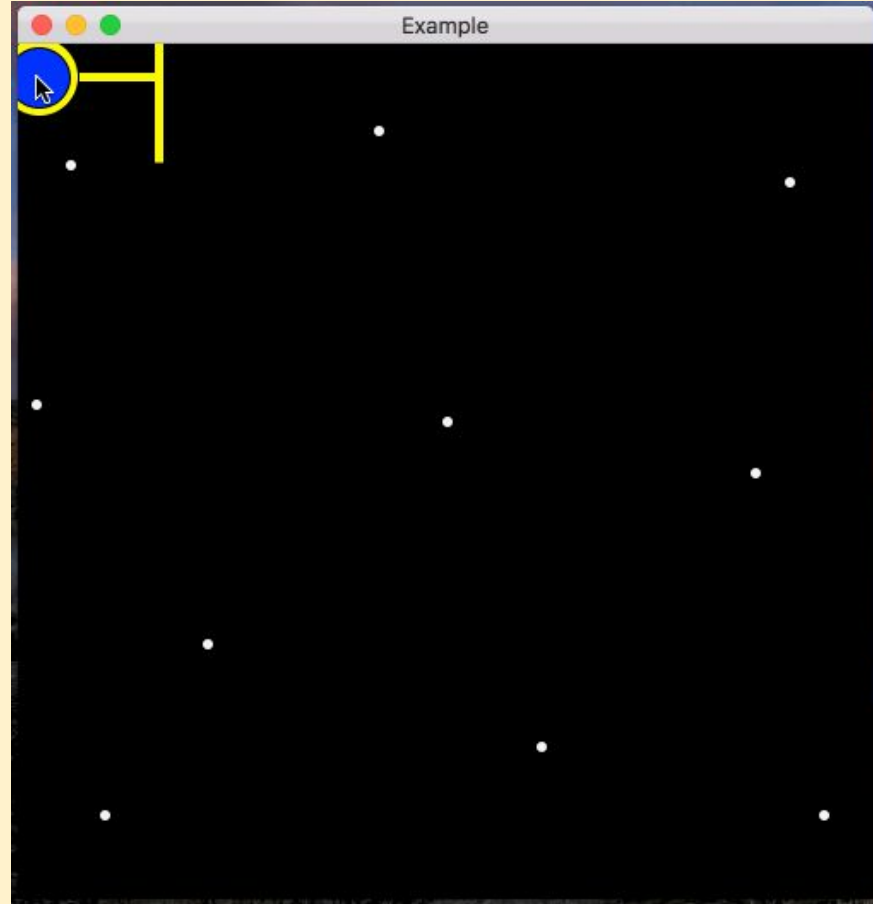
Implement the draw_tie_fighter function

- Add code to **draw_tie_fighter** so that the canvas will display something like what is pictured when **space.py** is run

```python
def draw_tie_fighter(gui):
    ''' Draw a tie fighter.
    gui: A graphics object. Draw with this.
    '''
    gui.line(180, 250, 320, 250, 'yellow', 5)
    gui.line(180, 200, 180, 300, 'yellow', 5)
    gui.line(320, 200, 320, 300, 'yellow', 5)
    gui.ellipse(250, 250, 45, 45, 'yellow')
    gui.ellipse(250, 250, 35, 35, 'blue')
```
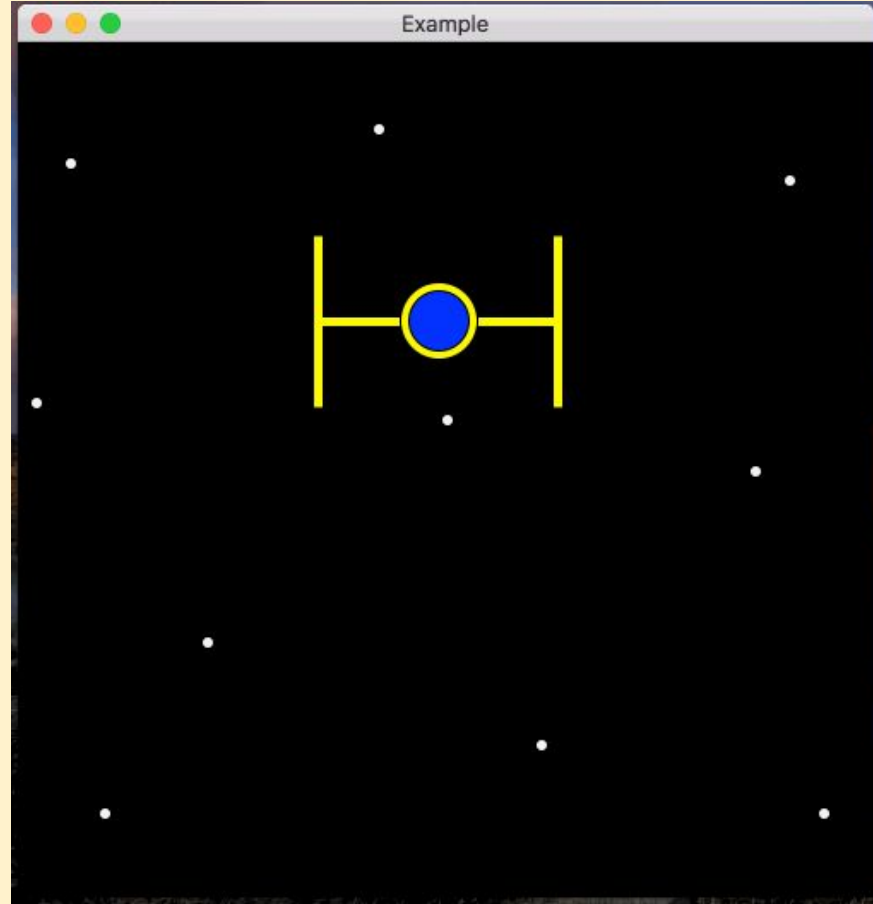
```python
def draw_tie_fighter(gui):
    ''' Draw a tie fighter.
    gui: A graphics object. Draw with this.
    '''

    x = 250
    y = 250
    gui.line(x-70, y, x+70, y, 'yellow', 5)
    gui.line(x-70, y-50, x-70, y+50, 'yellow', 5)
    gui.line(x+70, y-50, x+70, y+50, 'yellow', 5)
    gui.ellipse(x, y, 45, 45, 'yellow')
    gui.ellipse(x, y, 35, 35, 'blue')
```

Write the code so that the TIE fighter moves with the mouse

```python
def draw_tie_fighter(gui):
    ''' Draw a tie fighter.
    gui: A graphics object. Draw with this.
    '''

    x = gui.mouse_x
    y = gui.mouse_y
    gui.line(x-70, y, x+70, y, 'yellow', 5)
    gui.line(x-70, y-50, x-70, y+50, 'yellow', 5)
    gui.line(x+70, y-50, x+70, y+50, 'yellow', 5)
    gui.ellipse(x, y, 45, 45, 'yellow')
    gui.ellipse(x, y, 35, 35, 'blue')
```

Write the code so that the TIE fighter moves with the mouse but does not match the position exactly

```python
def draw_tie_fighter(gui):
    ''' Draw a tie fighter.
    gui: A graphics object. Draw with this.
    '''

    x = ( gui.mouse_x / 3 ) + 163
    y = ( gui.mouse_y / 3 ) + 163
    gui.line(x-70, y, x+70, y, 'yellow', 5)
    gui.line(x-70, y-50, x-70, y+50, 'yellow', 5)
    gui.line(x+70, y-50, x+70, y+50, 'yellow', 5)
    gui.ellipse(x, y, 45, 45, 'yellow')
    gui.ellipse(x, y, 35, 35, 'blue')
```