



Unit 6: Drawing with TI-Nspire CX II

In this Unit you learned to move an object on the screen using the arrow keys (an interactive animation). This forms the basis of many video games.

Objectives:

- Try these additional tasks to practice what you learned in Unit 6.

1. Use a loop to draw 100 random (filled) circles on the screen in random colors. A random circle has a random center and a random radius. Use **randInt(a,b)** to select a random number from a to b. For random colors you could use **red:=randInt(0,255)**, likewise for **green** and **blue**. Then use **SetColor red, green, blue** and **FillCircle x,y,r** where **x, y** and **r** are also assigned random numbers appropriate for your window.

2. Use **getKey** in a **While** loop to continue drawing random circles until a key is pressed:

While getKey(0)=""

(your code here)

End

How long will it take cover the screen with color?

3. Change the random circles program to draw random lines. Again, be aware of your window.
4. Write a program to draw your name (Use **DrawText**) at random locations on the screen in random colors.
5. Write a program to make your name scroll up the screen like movie credits. It can start below the bottom of the screen and move upward off the top of the screen and then start over. Stop the program with any keypress using **While getKey(0)=""**. Consider using a **Wait** statement to slow things down a bit.