Target practice code

This project focuses on the drawing of shapes and circles

The **canvas** is 400 steps wide and 400 steps high

The **rectangle** is placed at coordinates 0, 0 (top left), is 400 steps wide and 250 steps tall

```
12
13 ∨ def setup():
14       # Setup your game here
15       size(400, 400)
16
17
18 ∨ def draw():
19       # Things to do in every frame
20       fill('cyan')
21       rect(0, 0, 400, 250)
22
```

Coordinates start from the top left. So the top right is 0, 400; the bottom right is 400, 400 etc…

Target practice code

Other shapes get drawn in a similar way

Triangles have 3 sets of coordinates for each vertex

Circles have the coordinates for the centre point and then a radius. 200, 200 is right in the middle of the canvas

```
fill('sienna')
triangle(150, 350, 200, 150, 250, 350)
fill('blue')
circle(200, 200, 170)
```

Try changing numbers to see what happens

Target practice code

When you get to step 9 you need to check both the visual output (the picture) and the text output. This is a bit tricky to check and the program might seem a bit glitchy at times