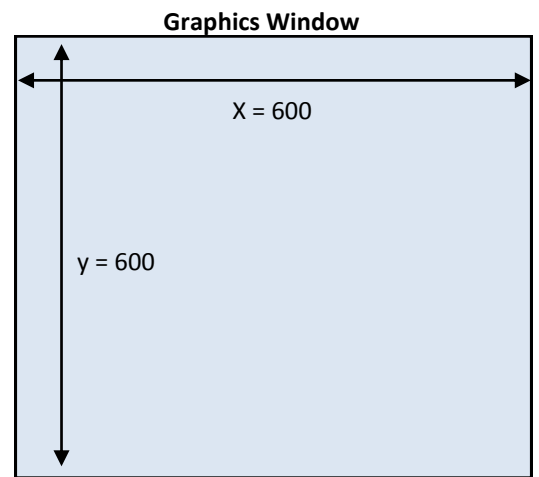


Some Random things.....

```
GraphicsWindow.Height = 600
GraphicsWindow.Width = 600
GraphicsWindow.Show()
GraphicsWindow.MouseMove = MouseMoveEvent
GraphicsWindow.MouseDown = MouseDownEvent

Sub MouseMoveEvent
MousePlaceX = GraphicsWindow.MouseX
MousePlaceY = GraphicsWindow.MouseY
Size = Math.GetRandomNumber(100)
GraphicsWindow.PenColor= GraphicsWindow.GetRandomColor()
GraphicsWindow.DrawEllipse(MousePlaceX,MousePlaceY,Size,Size)
EndSub

Sub MouseDownEvent
GraphicsWindow.Clear()
EndSub
```



The Math.GetRandomNumber(100) chooses a whole number between 0 and 100 at random.

What does this do? What makes it happen?

Some things to try....

It all goes a bit fast so we can slow it down by adding a delay. (1000 = 1 second). Work out where to add it: Program.Delay(100)

This draws ellipses at the moment (they are circles because the same width and height is used).

Things to try:

Adjust the maximum random number created to make different sized shapes.

Try changing what is drawn to a rectangle or a line.

Make a second random number. Use one for the X width and one for the Y width.

More advanced:

Or get the computer to make a random number (maximum 2).

Then draw a different shape depending upon the random number.

If ShapeChoiceNumber = 1 Then

```
GraphicsWindow.DrawEllipse(MousePlaceX,MousePlaceY,Size,Size)
```

Else

```
GraphicsWindow.DrawRectangle(MousePlaceX,MousePlaceY,Size,Size)
```

```
EndIf
```