

CS 250 SDL: User Input Lab

Goals:

- Use the mouse to interact with the SDL application

Directions

- Copy the project SDL-Rectangles-Mouse from the CS250 public folder on Grace to your desktop.
- Build and run the project. Let me know if the project does not build or run.
- Update SDLRectangle.h to include the following function
 - setPosition(int xPos, int yPos): the function modifies mXPos to xPos and mYPos to yPos.
- Modify SDLRectangleDriver to do the following:
 - Change the size of the window to 640 x 640
 - Change the location of the rectangle so that it is displayed at location 200 x 200
 - Change the color of the rectangle so that it is not blue
 - Run the program to make sure that the changes have taken effect
- Change the location of the rectangle based on a mouse click. When a mouse is clicked, the following statement is true:

```
if (SDL_MOUSEBUTTONDOWN == uEvent.type)
```

Add this statement to the (handle event) section in SDLRectangle Driver

You can get the new mouse coordinates using the SDLManager. Look through SDLManager.h to find the appropriate function that you need to use.

Update the location of the rectangle.

- Add an array of Rectangle objects capable of holding up to 15 Rectangles. When the user clicks a rectangle, display the rectangle at the (x, y) location clicked on. Do that for up to 15 rectangles. Do not remove any of the rectangles. The user can click up to 15 times and rectangle will appear at that location. If the user clicks a 16th time, then nothing will happen.