**CS 250 SDL**

User Input Lab

Goals:

Use the mouse to interact with the SDL application

Copy the SDLManagerV1.2 Visual Studio solution to your Desktop from Grace. The new SDLManager contains sound and mouse event handling routines that I will continue working on for the remainder of the class.

You are to implement the following UML diagram in the SDLManager folder. That way, we don't have to worry about linking issues.
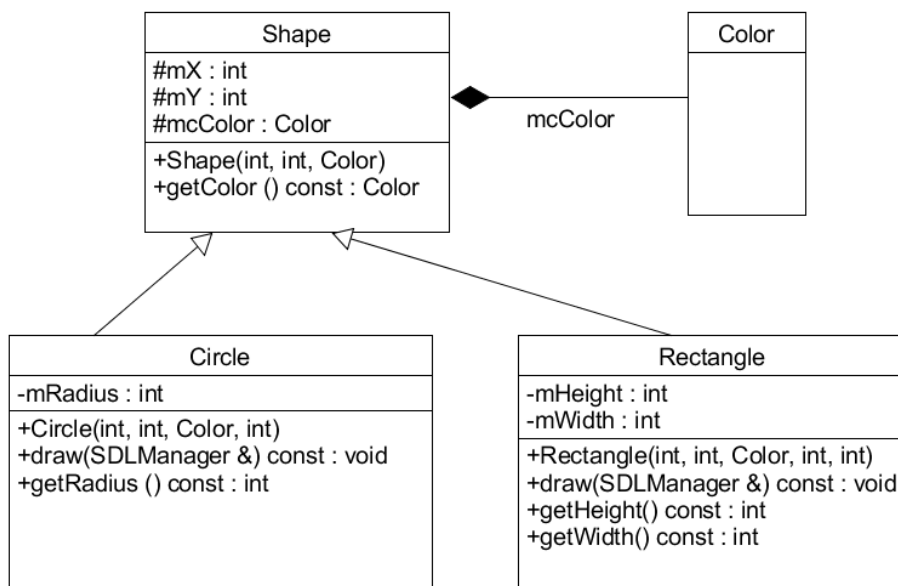
Once implemented, you are to add the following functionality:

a) Display a Circle on the screen.

b) Move the circle object to a new location based on a mouse click. When a mouse is clicked, the following statement is true:

if (SDL_MOUSEBUTTONDOWN == uEvent.type)

You can get the new mouse coordinates using the SDLManager.

c) If you get a circle to move, then add an array of Circle objects capable of holding up to 10 circles. When the user clicks a circle, display the circle at the (x, y) location clicked on. Do that for up to 10 circles.