**Graphics Coordinate System Exploration**

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Introduction:** Before we can create interesting animations, we must have a solid understanding of the graphics coordinate system. The first exercise is an open-ended exploration of the graphics coordinate system that displays the X and Y coordinate of the player controlled cursor. The player is encouraged to use this application to gain a basic understanding of the graphics coordinate system. To test this understanding, a second exercise requires the player to use the knowledge of the coordinate system to place bees on flowers.

**Learning objectives:** To learn to use the graphics coordinate system.

Answer the following questions about the graphics coordinate system after using the exploration tool. You may go back to the exploration tool as necessary to answer these questions.

1. What is the range of values for X in the exploration tool? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Where is X its lowest value? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. Where is X its highest value? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. What is the range of values for Y in the exploration tool? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
5. Where is Y its lowest value? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
6. Where is Y its highest value? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
7. What are coordinates (X,Y) for the upper left-hand corner of the graphics area?

\_\_\_\_\_\_\_\_\_\_
8. What are coordinates (X,Y) for the lower right-hand corner of the graphics area?

\_\_\_\_\_\_\_\_\_\_
9. What are coordinates (X,Y) for the upper right-hand corner of the graphics area?

\_\_\_\_\_\_\_\_\_\_
10. What are coordinates (X,Y) for the lower left-hand corner of the graphics area?

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**Now play the coordinate-system game.**