# Computer Programming
Pygame #3 – Draw House with Dog

Objective: Use the pygame drawing tools to draw a house and move the image of a dog.

1. In your *Computer Programming* folder, create a folder titled *first_last_pygame_3*. Start IDLE. Open your *draw_house.py* file from your *first_last_pygame_1* folder and save it in your *first_last_pygame_3* folder as *draw_house_with_dog.py*.

2. Edit *the draw_house_with_dog.py* file

   a) Change the caption of the display to *First Last – Draw House with Dog*

   b) Search the Internet to find a clip art image of a dog. You may use any clip art image you want.

   c) Determine how much space you have between the bottom of your house and the bottom edge of your screen. Change your SCREEN_HEIGHT variable so that you have exactly 100 pixels between the house and the bottom of the screen.

   d) Before the *while running* loop, do the following:

      ❖ Load the image of the dog.

      ❖ Scale the image so that it is 90 pixels tall.

      ❖ Flip the image as necessary so that you have a right facing image and a left facing image.

      ❖ The dog should be facing right and at the left edge of the screen.

   e) Inside the while running loop, you are to

      ❖ Blit the correct image of the dog so that the bottom of the dog's image is at the bottom edge of the screen.

      ❖ The dog should move from left to right (facing right) and then back right to left (facing left).

      ❖ The dog should bounce off both edges. The dog should be visible at all times.

   f) Here is a sample:
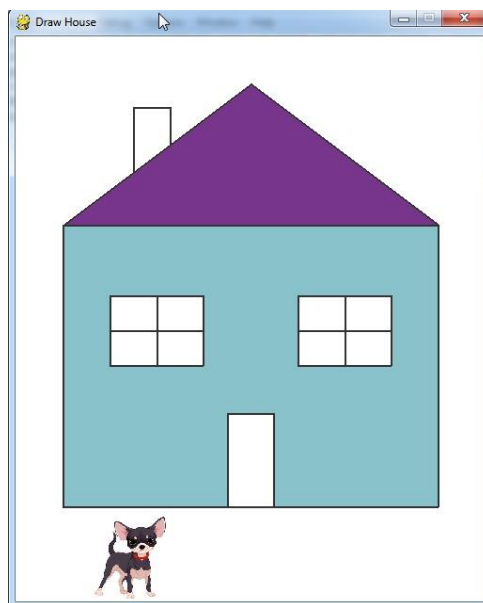
2. Zip your *first_last_pygame_3* folder. Turn in your *first_last_pygame_3.zip* file.