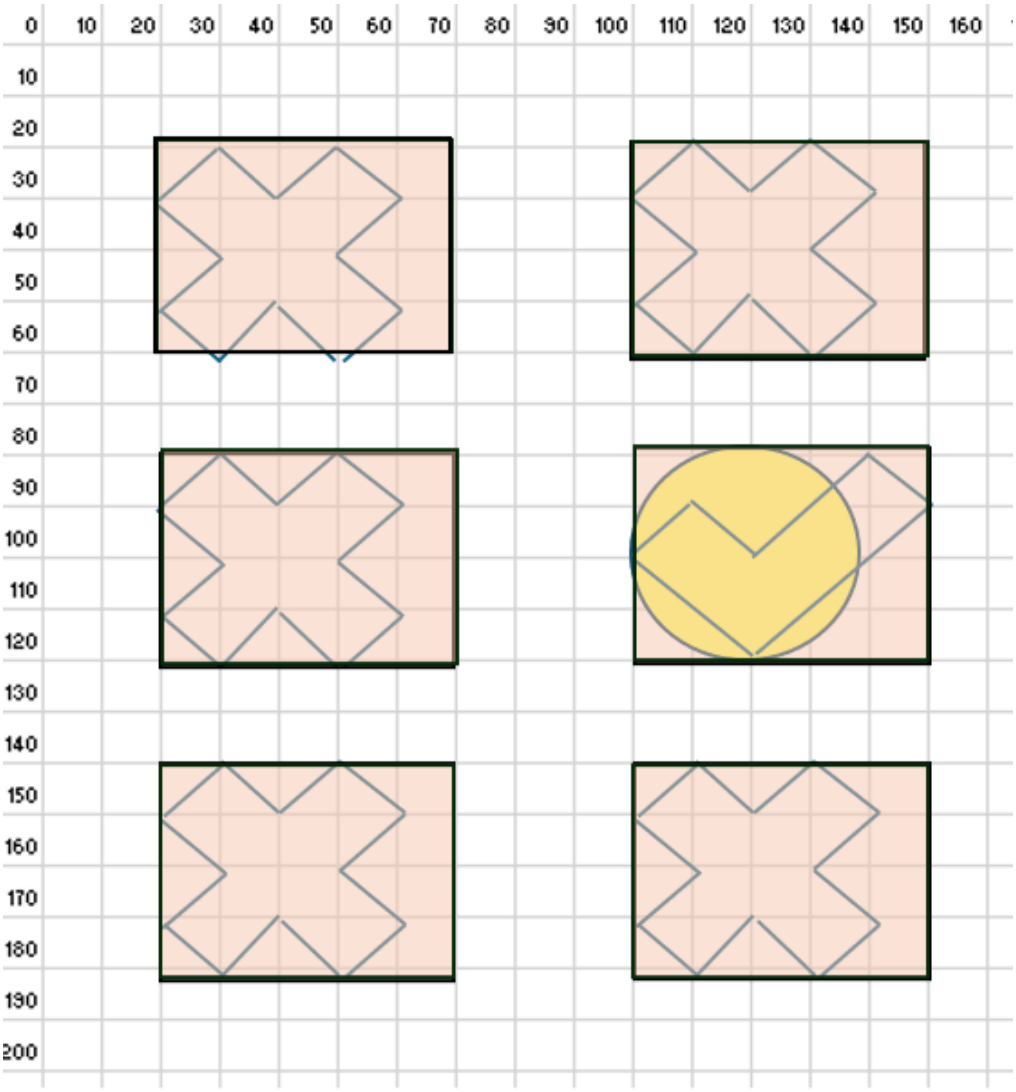
Where is it?

In this game, you are looking for a yellow ball (it's a circle).

Draw the yellow ball first.

Then, call the methods for the ✗ and the ✓ to place them on the screen.

Then, draw the squares.



If the box is clicked on, it will disappear, and reveal an ✗ or a ✓ and the yellow ball.

You can move the ball to a different spot if you want.

Starter code

```
import java.applet.*;
import java.awt.*;
import java.awt.event.*;

public class Code3C_WhereIsIt extends Applet implements MouseListener
{
    boolean redGone = false;

    public void mousePressed (MouseEvent e)
    {
        //get the x and y co-ordinates of the mouse
        int x = e.getX ();
        int y = e.getY ();

        //check the red button
        if (x > 30 && y > 20 && x < 70 && y < 60)
        {
            redGone = true;
        }

        repaint ();
    }

    public void paint (Graphics g)
    {
        //under the red box
        wrong (20, 20);
        //draw the red box, if visible
        if (redGone == false)
        {
            g.setColor (Color.red);
            g.fillRect (20, 20, 50, 40);
        }


    }

    public void wrong (int x, int y)
    {
        Graphics g = getGraphics ();
        int xs[] = {x + 10, x + 20, x + 30, x + 40, x + 30,
            x + 40, x + 30, x + 20, x + 10, x + 0, x + 10, x + 0};
        int ys[] = {y + 0, y + 10, y + 0, y + 10, y + 20, y + 30,
            y + 40, y + 30, y + 40, y + 30, y + 20, y + 10};
        g.setColor (Color.red);
        g.fillPolygon (xs, ys, 12);
    }

    public void right (int x, int y)
    {
        Graphics g = getGraphics ();
        int xs[] = {x + 10, x + 20, x + 40, x + 50, x + 20, x};
        int ys[] = {y + 10, y + 20, y, y + 10, y + 40, y + 20};
        g.setColor (Color.green);
        g.fillPolygon (xs, ys, 6);
    }

    //Other Methods needed for MouseListener ----------------------
    public void init () {  addMouseListener (this); }
    public void mouseClicked (MouseEvent e) { }
    public void mouseEntered (MouseEvent e) { }
    public void mouseExited (MouseEvent e) { }
    public void mouseReleased (MouseEvent e) { }
    //End of other methods needed for MouseListener ---------------
}
```