

# Commander Smiley

Lab is due Monday April 4th email to Dr. Wahl.

Create a smiley pane that has many more capabilities and incorporates the user of menus and sliders to alter the smiley face and give it powers as of yet unheard of.

You will continue to work with your smiley panels from the previous lab. It might be worthwhile to alter your interface to the class to make it easier to reuse (an element of good design).

## Requirements

You cannot use buttons (radio, checkboxes, or push buttons)

You may use menus and sliders to do all of the following commands

### Menus

- 1) Will allow you to select which face is present (happy sad, etc)
- 2) will allow you to select what hair accessories are active. (How can you make the menu display that a hair style (stash) is active?)
- 3) will allow you to select a background color for the smiley. (You will need to alter your smiley pane to do this)

Sliders - these will require that you alter the smiley pane

- 1) One slider should effect the radius of the smiley (as a fraction of the screen's width)
- 2) you should add an additional 2 sliders for some other features (size of eyes or mouth, body color...your choice)

### Extra credit

Add a menu item that allows the user to load an image from the filesystem to use as the background of your smiley.