Project 3

Etch-a-Sketch

Two potentiometers connected to two separate analog to digital inputs are used for the x and y coordinate manipulations. If the user adjusts the potentiometer(s), the cursor will move and leav a trail behind. This program will utilize escape sequences and the analog to digital converter. Instructions for the game should be displayed on the screen prior to the start of the game. The game should continuously accept an input of the keystroke 'q' for quit.