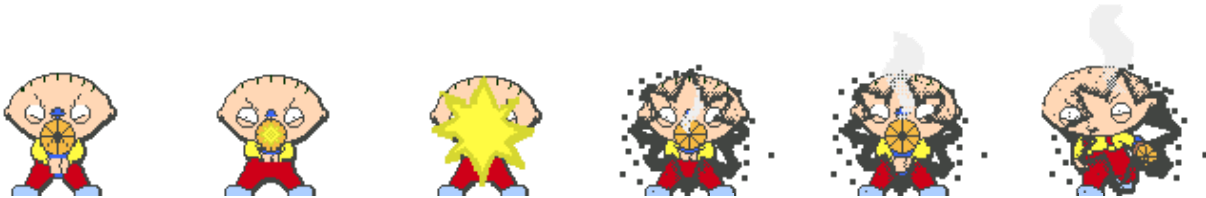


## ANIMATING A SERIES OF IMAGES: PROGRAMMING EXERCISES

1. Create a **Stewie Griffin** application that animates a series of six (6) images of Stewie firing a toy gun. You can find the images in your UNIT 5 folder.



When the user clicks the START button, the program should scroll through the six images. Once the last image is displayed, the picture box should display the first image again before stopping the animation and the START button should become enabled again.



Save the program as **Stewie Griffin** in your UNIT 5 folder.

2. Create a **Peter Walking** application that animates a series of seven (7) images of Peter walking. You can find the images in your UNIT 5 folder.



When the user clicks the GO button, Peter should start walking and the text of the button should change to STOP. When the user clicks the button when it says STOP, Peter should stop walking and the text of the button should change to GO again so that when the user clicks it again, Peter continues walking.



Save the program as **Peter Walking** in your UNIT 5 folder.

In the next lesson, we'll modify the program so that Peter is walking across the screen instead of on the spot.