Computer Programming Using Kivy 1.7.2 - **Canvas 1** – Introduction to Canvas

A *Canvas* is a gui object that is used for drawing.

Many programs only need a canvas, and no other gui objects. Clicking can instead be handled by creating objects that are displayed on the canvas such as sprites (cutouts of characters, such as used in a game). In some cases, the mouse is only used as a guide and controller for the character, so clicking position is the only thing that matters (such as walk to a certain location) and what you click does not matter—in that case you don’t need any types of buttons except for in menu screens such as when you first open a game and may decide to let user use mouse to choose “New” or “Continue”. In other programs, mouse is not needed at all, and keys are used instead. This is the easiest type of canvas program to write.

Open the canvas1 example program, and change it to also move up and down:

* File, Open, StudentSharedFiles, ComputerProgramming, Exampes, canvas1-needsUpAndDown.py
* File, Save As, click Computer, your home drive (H:) then name the file **canvas1.py**
* Try running the program. The square should move left and right when you use the left and right arrow keys on the keyboard
* Close the program and try adding code that will allow using the up and down arrows to move the square up and down