Computer Programming Using Kivy 1.7.2 - **Canvas 0** - Declarative Canvas Objects

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.

* To create your first canvas program, create a new file, Save As, click Computer, your home drive (H:) then name the file **canvas0.py**

