**CISC106 Fall 2011 Lab04**

- This lab an all subsequent labs will be due Sunday at 11:55 PM EDT on Sakai.
- You may work with one or two other people on your lab (max size is three!). These people must be in your same lab section. If you do, **one** of you should be designated to submit the assignment on Sakai. **All of your names** should appear on code that you develop together[1].
- Whom do you think deducts more points: a happy TA, or a frustrated TA? Make your work easy to read! It isn't just good software engineering, it is good for your grade!
- EVERY python program/function must include header, doc string that contains a human-readable desciption of what the function does, and must be followed by a good series of tests, as discussed in class. Always test boundaries. Do not test erroneous input (e.g. a factorial function does not need to correctly handle strings).
- EVERY .py file must have a comment line at the very top containing your name(s), lab section, and a brief description of what the file is.

**Preparation (do not submit for grading)**

**Program (to be graded)**

1. Download lab04.py and Frames.py from the course website. Run lab04.py and you should get a window with Link from *The Legend of Zelda* somewhere near the middle. Try moving him around on the screen:

   - `w` will cause him to move *up*
   - `a` will cause him to move *to the left*
   - `s` will cause him to move *down*
   - `d` will cause him to move *to the right*

   If he reaches the edge of the window, he'll wrap around to the other side.

   By this point you should be noticing that there's a problem. Link isn't moving at all! Your job is to modify the code such that he does move around on the screen as described above.

You should submit lab04.py along with any other docs required by your TA on Sakai.

[1] If you would like to work with someone but don't know whom, your TA may be able to help connect you to other students looking for lab partners.