There are 7 problems below. To receive full credit, you must solve 5 of them. Clearly indicate which 5 of the 6 you did. You can't get partial credit on more than 5. Show me in class your working code, and I'll pass them off. Open book, notes, computer, Internet, and calculator. No Human help, including humans through the Internet.

1. Make the chess program do the following animation:
   A. View the board from the perspective of the white king, looking forwards.
   B. From time 1 to 3, have the king's pawn move forward two squares.
   C. From time 1 to 3, also have king's pawn rotate left to the ground.

2. Enhance the Bezier program so that grabbing and dragging a control point with the MIDDLE mouse button drags the whole curve. Again, dragging with the left button moves just that control point. For example, middle-button-dragging the third control point of the 4th curve should move ALL control points of the 4th curve simultaneously. This allows the user to reposition the curve as a whole, without altering its shape.

3. Start by drawing a 6 sided polygon, where each side has equal length. When the user strikes keys 3-9, redraw the polygon to have that number of sides, where each side has equal length. HINT: You may want to use my DrawCircle code as a starting point.

4. Enhance the Terrain Generator program as follows, when viewing from perspective view. (Don't worry about rat's view at all.)
   A. Striking the 'A' key over and over should progressively make the terrain more rugged (mountains higher and valleys lower). Striking the 'B' key over and over should reverse the effect.
   B. Striking the 'C' key over and over should progressively raise the water level, while the 'D' key should lower it.

5. Enhance the bouncing ball program as follows:
   A. Have exactly 15 balls - 5 red, 5 green, and 5 blue.
   B. Balls only bounce off balls of the same color. For example, green balls ignore (pass through) red balls. Make it run slowly so we can see if it is correct.
   C. Make the background color white

6. Enhance a 3D rat program in rat's view as follows:
   Striking the 'A' key over and over should cause the rat's position to slowly rise up to the height of the wall. Striking the 'B' key over and over should reverse the effect, down to just above the floor.

7. Enhance the final rat program (the one with textures) as follows:
   Tile (at least) one wall in a 2 by 2 fashion. That is, the same image should show up 4 times on 1 polygon, exactly filling it up.