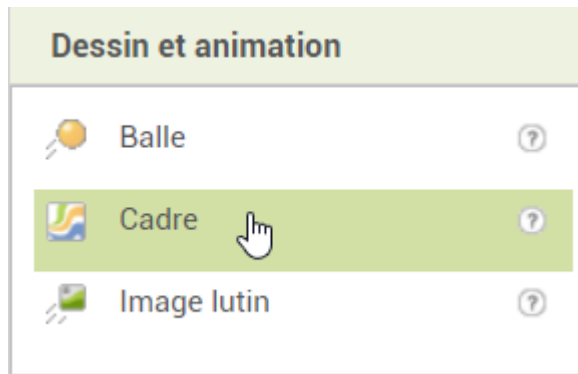


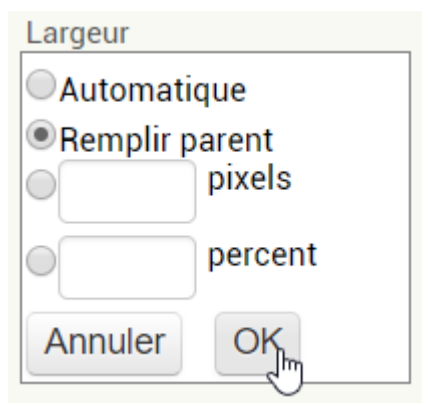
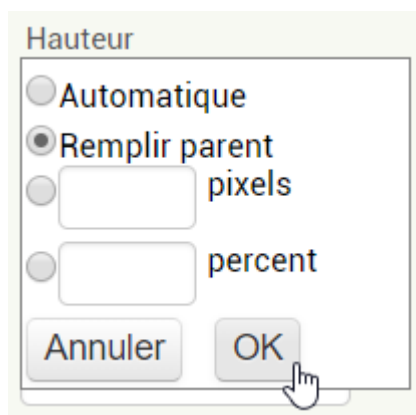
Une balle suit le doigt

Interface

On met un cadre.



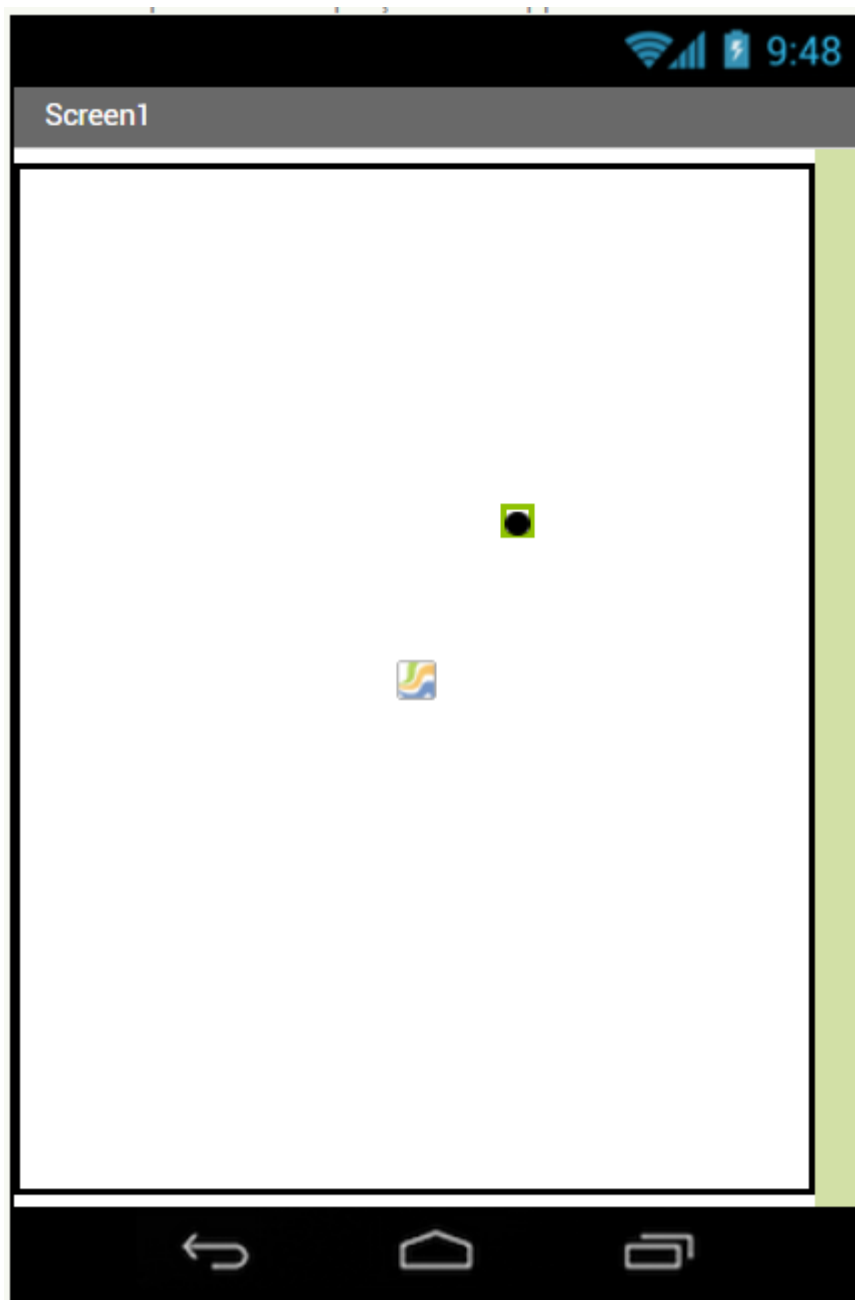
Le cadre prend tout l'écran

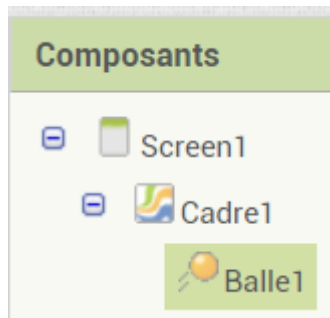


On rajoute une balle



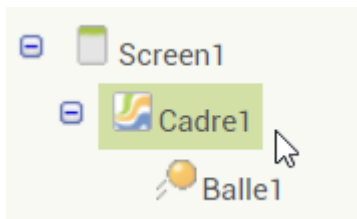
On a :



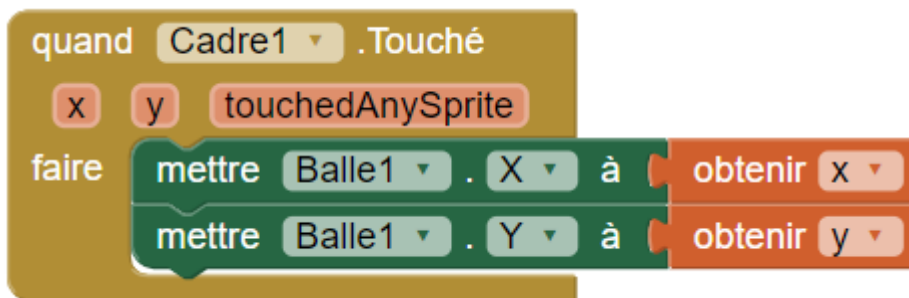


Partie programmation :

Quand on appuie sur le cadre, on met la balle où on appuie.



x et y sont les coordonnées de là où on appuie.



C'est tout !

From:

<https://www.physix.fr/dokuwikieleves/> - **Programmation**

Permanent link:

https://www.physix.fr/dokuwikieleves/doku.php?id=une_balle_suit_le_doigt

Last update: **2018/02/04 14:08**

