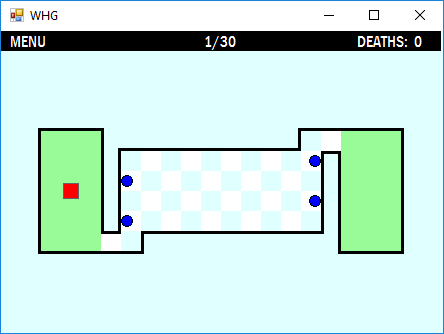
**Computer Programming - World's Hardest Game –** Location and Size Verification



Wall1

Wall16

For each of the objects, provide the Size and Location of the object.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Object** | **Location (X, Y)** | **Size (W, H)** |  | **Object** | **Location (X, Y)** | **Size (W, H)** |
| Ball1 (top) |  |  |  | Ball2 |  |  |
| Ball3 |  |  |  | Ball4 |  |  |
| Green Start |  |  |  | Red Box |  |  |
| Green End |  |  |  | Menu Label |  |  |
| 1/30 Label |  |  |  | Deaths Label |  |  |

For each of the walls that outlines the playing area of the form, provide their Size and Location. We consider the top wall above the green starting label as Wall1 (as shown above). Wall2 will be the next wall as we rotate clockwise around the form. Thus, Wall16 will be the wall on the left side of the green starting label

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Object** | **Location (X, Y)** | **Size (W, H)** |  | **Object** | **Location (X, Y)** | **Size (W, H)** |
| Wall1 |  |  |  | Wall9 |  |  |
| Wall2 |  |  |  | Wall10 |  |  |
| Wall3 |  |  |  | Wall11 |  |  |
| Wall4 |  |  |  | Wall12 |  |  |
| Wall5 |  |  |  | Wall13 |  |  |
| Wall6 |  |  |  | Wall14 |  |  |
| Wall7 |  |  |  | Wall15 |  |  |
| Wall8 |  |  |  | Wall16 |  |  |