You probably just need to use circle, rectangle, moveRelative and maybe line (if you want a grid) and text (to describe what is happening). The other commands are still being tested and may not work as well.

See the file sample.txt and pig.txt also on the assignment page under project3

**Primitive Objects:**

- **line** [name] [x₁] [y₁] [x₂] [y₂] [color] [weight]
  Command that creates a line given a variable name, starting (x₁, y₁) coordinates, ending (x₂, y₂) coordinates, line color, and line weight.

- **circle** [name] [x] [y] [diameter] [outline color] [background color]
  Command that creates a circle given a variable name, position (x, y) coordinates, diameter, outline color, and background color.

- **oval** [name] [x] [y] [width] [height] [outline color] [background color]
  Command that creates a oval given a variable name, position (x, y) coordinates, width, height, outline color, and background color.

- **rectangle** [name] [x] [y] [width] [height] [outline color] [background color]
  Command that creates a rectangle given a variable name, position (x, y) coordinates, width, height, outline color, and background color.

- **polygon** [name] [n] [x₁] [y₁] ... [xₙ] [yₙ] [outline color] [background color]
  Command that creates a polygon given a variable name, number of edges, vertices (xᵣ, yᵣ) coordinates, outline color, and background color.

- **text** [name] [x] [y] [“text”] [color] [font-size]
  Command that creates a line of text given a variable name, position (x, y) coordinates, intended text, text color, and font-size.
General Action Commands:

begin ... end
Place a group of commands in a between a begin ... end block to make those commands **execute simultaneously**.

**changeParam** [target] [parameter*] [new value]
Command used to change the appearance and/or data of most primitive and data structure objects listed. **Available parameters**: color, bkgrd (background), textcolor, text, point, width, height, x, y. See the extended description of this command below for further details on its usage.

**moveRelative** [target] [x-offset] [y-offset]
Command that **animates** the **movement of the target object** from its original location to a new location. The new location is calculated by adding the x and y offset to the target object's x and y-coordinate.

**delay** [milliseconds]
Command **delays** the execution of each step of JSAWAA animation by number of milliseconds.

**scale** [target] [percentage]
Command can be used on primitive objects and nodes to either scale (increase or decrease) the size of the object.

**remove** [target]
Command removes target object from the screen and the variable name is freed for use again.