Graphics
(Ref: Chapter 6, page 24)

So far, all input and output has been through the TextWindow.

Small Basic has some excellent Graphics functions, available through the GraphicsWindow. Try these commands:

```smallbasic
GraphicsWindow.Show()
GraphicsWindow.BackgroundColor = "SteelBlue"
GraphicsWindow.Title = "Drawing"
GraphicsWindow.Width = 600
GraphicsWindow.Height = 400
```

The Graphics window can draw and fill shapes, for example:

```smallbasic
GraphicsWindow.PenColor = "Red"
GraphicsWindow.DrawLine(10, 10, 100, 100)
GraphicsWindow.DrawRectangle(100, 150, 300, 60)
GraphicsWindow.DrawEllipse(10,10,200,300)

GraphicsWindow.BrushColor = "Green"
GraphicsWindow.FillRectangle(60, 100, 300, 60)
```

Loops and shapes
Interesting displays can be created by using a loop to repeat a shape with different coordinates, for example:

```smallbasic
For n= 1 To 100 Step 10
   GraphicsWindow.DrawRectangle(100+n, 150+n, 300, 60)
Endfor
```

Exercise
1. Experiment with the graphics commands, starting with the examples above.
2. Draw a self-portrait, using the commands above (or perhaps just draw a cat...)
3. For more ideas (if you run out of your own), see chapter 7 in the Small Basic manual.