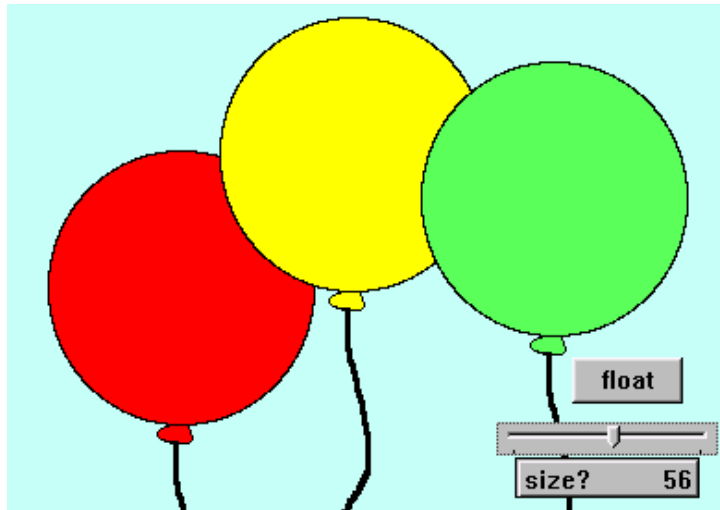


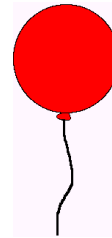
Balloon Party

A MicroWorlds Activity Page

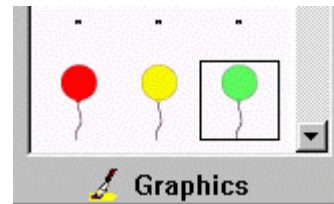


Use a slider to change the size of balloons as they float through the sky. Here's how:

1) Use the drawing tools to make a balloon and place it in the shapes center. (See the *Make a Shape* activity page.) Then erase the balloon drawn on the page.

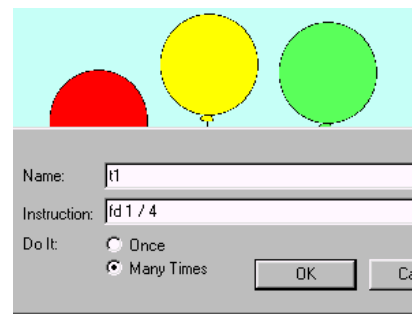


2) Click once on the balloon shape and copy it (CTRL-C). Click on an empty shape and paste it (CTRL-V). Click on at least one more empty shape and paste the balloon again. Double-click to open each shape and spill a different color of paint into each balloon.



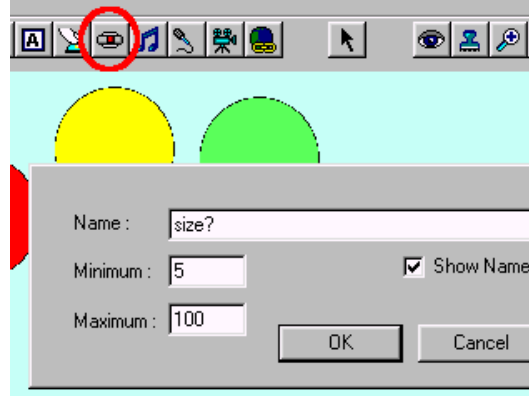
3) Hatch several turtles and place a balloon of a different color on each turtle.

4) Program each turtle: right-click and choose "Edit" to open the dialog box and give the turtle an instruction to make it move. Give each turtle a different fraction (or decimal) after *fd*. Set it to *many times*. Click each balloon and watch them float. Click them again to stop them.



Now change the size of the balloons while they are floating! Use a slider and a procedure:

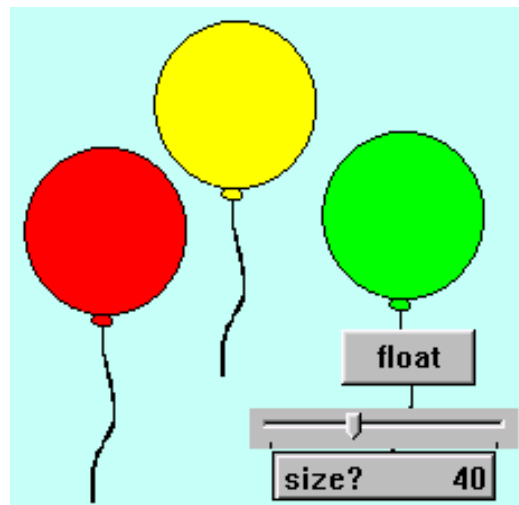
5) Make a slider: Click once on the slider tool and then on the project page. In the slider's dialog box, change the name to *size?* Set the minimum to 5 (or greater). Set the maximum to a number of your choice.



6) Write a procedure to set the balloons in motion and control their size. Make a button to launch the procedure, and keep it set to *once*. The *clickon* command will turn on the instructions for the balloon turtles, and those are already set to *many times*; the *forever* command will keep the balloons changing size continuously. Click and drag the slider to make the balloons grow and shrink as they are moving.

```
to float
  everyone [clickon
            forever [setsize size?]
            ]
end
```

There they go!!



What happens if you click the *float* button again, and why? You might like to add a *stopall* button to stop all action.