

Northern Michigan University (Marquette Co, MI)

CS 202-02-25F: iOS / iPhone Programming

Program 7

Due: Friday 5 December 2025 2:00 P.M. EST

Create a folder called “PG7” in the top level of your CS202-02-25F folder on PHILOS. Copy your .py files into the PG7 folder. Place a (possibly empty) file or folder called “DONE” into the PG7 folder when you are ready to have your program graded.

Write a Python program to do the following:

Continuing from PG6, your 100 random dots should be stored in a list of object. Each object will contain the dot's x-coordinate, y-coordinate, and a boolean representing when a dot is visible.

The Pac-Man will move up, down, left, and right, from the arrow keys. Whenever the PacMan moves, the screen is cleared and redrawn, but only the visible dots are redrawn. If a dot and Pac-Man ever intersect (the distance between their centers is less than or equal to the sum of their radii), Pac-Man eats the dot and the dot becomes invisible.

Break your program into methods as appropriate, and comment well!

Call this program pacman2.py .