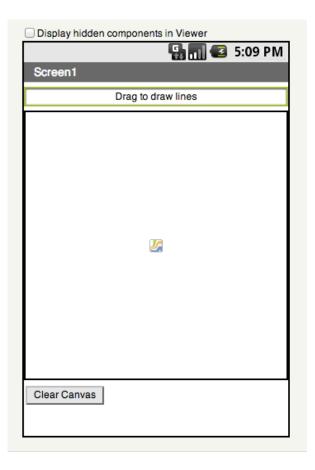


Drag your finger across the screen to draw a curved line along the path of your finger.



Get Ready

You will need these components in your design screen:

- Canvas
- Button
- Label

Try These Blocks

```
when Canvas1 .Dragged

startX startY prevX prevY currentX currentY draggedSprite

do call Canvas1 .DrawLine

x1 get prevX get prevX get prevX get currentX get currentX get currentY y2 get currentY.
```

What Does it Mean?

When the **Canvas1.Dragged** event is triggered, a curved line will be drawn from where you finger started on the screen to where it was dragged.

When the **Clear.Click** button is touched the canvas will be cleared.

