Introduction:
In this exercise you will design an app similar to the paint application of MS Windows.
In the basic app – you should have a canvas to draw on (by either touching or dragging on the screen). The following features should be implemented:
1. The option to draw with any one of three colors by choosing from a number of color buttons.
2. The option to clear the canvas by clicking on a wipe button.
3. If the canvas is touched– a dot of the color of choice should be drawn.
4. If the user drags on the canvas, a curve in the color of choice is drawn

Now try modifying your program according to extension I and then extension II.

Extension I:
1. Add two new buttons – Big and Small
2. If the "big" button is chosen followed by a touch on the canvas – a big dot of the last selected color should be drawn. Similarly, if the "small" button is chosen followed by a touch operation, smaller dot should be drawn.
3. If the "big" button is chosen followed by a drag operation on the canvas – a thick curve should be drawn. Similarly for the "small" button followed by a drag operation a thin curve should be drawn.

Extension II:
1. Add three new buttons: "Line" , "Circle" and "Spray"
2. If the "Line" button is chosen followed by a drag on the canvas, a curve of selected thickness (big or small) should be drawn – (similar to extension I).
3. If the "Circle" button is clicked followed by a drag operation, a circle should be drawn whose center is at the point where the user first touched the screen and whose radius depend on far the user drags on the screen.
4. If the "Spray" button is clicked followed by a drag operation, dots should be sprayed randomly along the trajectory that the user drags on the canvas.

A tutorial on the PaintPot application (excluding the extensions) is available at:
http://www.appinventorbeta.com/learn/tutorials/paintpot/paintpot-part1.html