Learning objectives:
- Develop a Python program that uses the graphics package.
- Practice indefinite loops

Assignment:
Jack loves to do jumping jacks. Create a simulation of Jack consisting of a stick figure and three buttons: start, stop, and quit. If the user clicks the start button, Jack begins jumping; if the user clicks the stop button, Jack stops jumping; if the user clicks the quit button, the program terminates (including closing the window). If the user clicks on the screen anywhere outside of a button, no action occurs. Supply instructions to the user when the simulation starts.

Notes:
win.getMouse() forces the program to stop running while it waits on the user’s click. In interactive programs, sometimes you want the program to continuously check for the user’s click without stopping the program’s execution. The method win.checkMouse() works just like getMouse() but does not cause the program to pause and wait for a click. If the user has clicked, checkMouse() returns a point where the click was made. If the user has not clicked since the last check, checkMouse() returns None. (None is a predefined value in Python.)

If your loop to make Jack executes too quickly, use the sleep() from the time class.

Submission:
Upload jumpingJack.py to your class account.

Policies:
The policies given in Program 1 are in effect for this and all assignments. Do not forget to include your name at the top of your program.