This assignment requires you to demonstrate your ability to use some basic PsychToolbox functions and methods.

Try to model your code after the examples we went over in class. For example, use the `try - catch - end` structures so that your program “dies gracefully”. Set the priority, but make sure you reset it back to the default value. If you’re not using the mouse, turn it off. Just remember to turn it back on again when you’re done.

Use PsychToolbox to draw a picture of your choosing on the computer monitor. This is a screen shot of an example I showed in class week (don’t draw this, this is just an example of what I mean):

![Funky Jon's House](image)

I don’t really care what you draw – it just should not be this picture since I gave you the code for this last week. Let your inner 6 year old run wild. I just want you to show me that you can (a) set the background to a particular color that isn’t white or black, (b) purposefully place some drawing elements (rectangles, lines, circles, arcs) in places on the screen that make a drawing (not just a random collection of shapes), and (c) place some text that describes the drawing. It doesn’t need to be complicated or artistic, but it should use about as many elements as were used to generate Funky Jon's House. You should write the code to keep the drawing on the screen for a few seconds and then erase itself and close down your PsychToolbox program gracefully.

*Unexcused late assignments will be penalized 10% for every 24 hours late, starting from the time class ends, for a maximum of two days, after which they will earn a 0.*