Announcements

- Videos and online quiz for next time
- Assignment 5 out today

Q1: What do you use in Alice to keep track of and display a score?

- TextModel
- TextModel property of type wholeNumber
- The property keeps track of the score value
- The textModel displays the score value

Q2: What code would you put in the Procedure InitializeScore?

- Set the property to 0
- Display the property as a textString “0”
- Make the score value visible – turn on the score
Q3: What code would you put in the procedure updateScore?

Q4: If the game is click on a bunny and get a point, where do you update the score in the program?

Q5: What do you use in Alice to keep track of and display a timer?

Q6: What would the Procedure InitializeTimer do?
Q7: What would the procedure `updateTimer` do?

- Subtract one from the property.
- Display the properties value as a textString.

Q8: Where in the program do you update the timer?

- Use an event `addTimeListener`.
- Can set how often you want the event to run. Run it every 1.0 second.

Class Today

- Add a scorer and timer to the game from last time.