CompSci 94
Scorers and Timers
November 2, 2021

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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
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
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- 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?
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• Add one to the property
• Display the properties value as a textString
Q4: If the game is click on a bunny and get a point, where do you update the score in the program?
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• Must have an event for clicking on a bunny, a mouseClickedOnObjectListener.
• Update the score in this event.
Q5: What do you use in Alice to keep track of and display a timer?

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• TextModel property of type wholeNumber
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Q5: What do you use in Alice to keep track of and display a timer?

- TextModel
- TextModel property of type wholeNumber
- The property keeps track of the timer value
- The textModel displays the timer value
Q6: What would the Procedure InitializeTimer do?
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- Set the property to 20? 30? How many seconds do you want to give the player to play the game?
- Display the property as a textString “20”
- Make the timer value visible – turn on the timer
Q7: What would the procedure `updateTimer` 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?
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• 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.