CompSci 94
Scorers and Timers
November 2, 2021

Prof. Susan Rodger
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?

- 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?

- Subtract one from the property
- Display the properties value as a textString
Q8: Where in the program do you update the timer?
Class Today

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