Announcements

• Assignment 5 is due Thursday, November 11

• Watch videos and online quiz for Tuesday

• Exam 2 is November 16

Q1: How do I get the hare to turn around?

• Press any key and the hare will turn around

Q2: What happens if I press letter A?
If I press the letter T?

• \texttt{if event.isLetter} is true then
  \begin{itemize}
  \item \texttt{this.pig} turn \texttt{RIGHT}, \texttt{-1.0} add detail
  \end{itemize}
  \texttt{else}
  drop statement here

\texttt{if event.isDigit} is true then
  \begin{itemize}
  \item \texttt{this.panda} turn \texttt{RIGHT}, \texttt{-1.0} add detail
  \end{itemize}
  \texttt{else}
  drop statement here

Q4: What does Combine and Fire_Multiple do?

Q5: What happens when …

a) panda collides with a bunny?

b) whiteRabbit collides with a bunny?

c) pig collides with a bunny?

d) whiteRabbit collides with panda?

Note: bunnies is an array of bunnies
Q7: Clicking on an array object
• There is an array of bunnies. When a bunny collides with panda, you want the bunny that collided with the panda to say hello and turn around once.
• Why doesn’t this code work?