KeyPressListener, Collision Listeners
November 4, 2021

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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?

```plaintext
declare procedure keyPressed
  do in order
  this.hare turn RIGHT, =1.0
```

- Press any key and the hare will turn around
Q2: What happens if I press letter A? If I press the letter T?
Q4: What does Combine and Fire_Multiple do?
Q5: What happens when …

a) panda collides with a bunny?

b) whiteRabbit collides with a bunny?

Note: bunnies is an array of bunnies
Q6: 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?
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?
Class Today

- A game with collisions