CompSci 94
Introduction to Events
Mouse Events
October 15, 2020
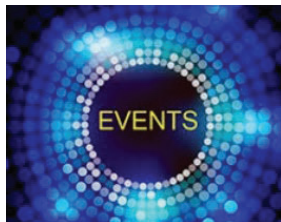

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Announcements

- Assignment 4 is due Tuesday, Oct 20
- Videos and online quiz for Tuesday

WOTO-1 Mouse Events
http://bit.ly/94f20-1015-1

Q1. How do I setup an object marker for the bunny?

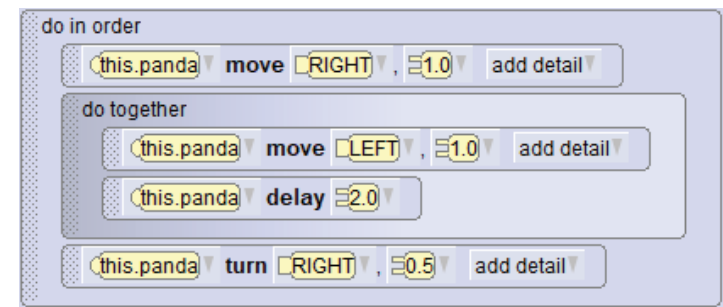# Q2. How do I use an object marker?

Q3. Consider the following

- Have 3 animals in an array named animals, and three object markers in an array called objectMarkers. They are in the order in the array as shown from left to right.

Q3: Suppose the animals have moved as shown. What does the mystery procedure do?


```
declare procedure mystery   Add Parameter...
do in order
    do in order
        WholeNumber  number  ⇐  0
        for each  SBiped  oneAnimal  in  this .animals
            oneAnimal  moveAndOrientTo  this .objectMarkers [ number ]
            number  ⇐  number  +  1
        loop
```

Q4. What does the following code do?

```
do in order
    this.panda  move  RIGHT , 1.0  add detail
    do together
        this.panda  move  LEFT , 1.0  add detail
        this.panda  delay  2.0
    this.panda  turn  RIGHT , 0.5  add detail
```
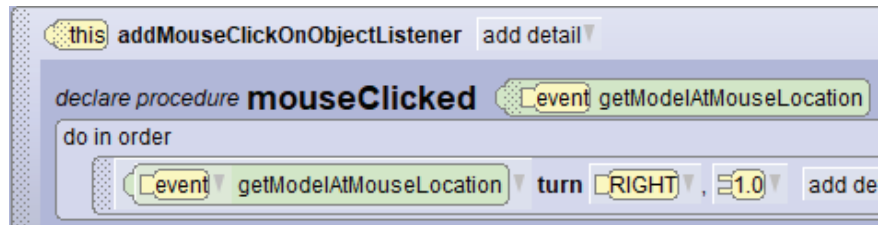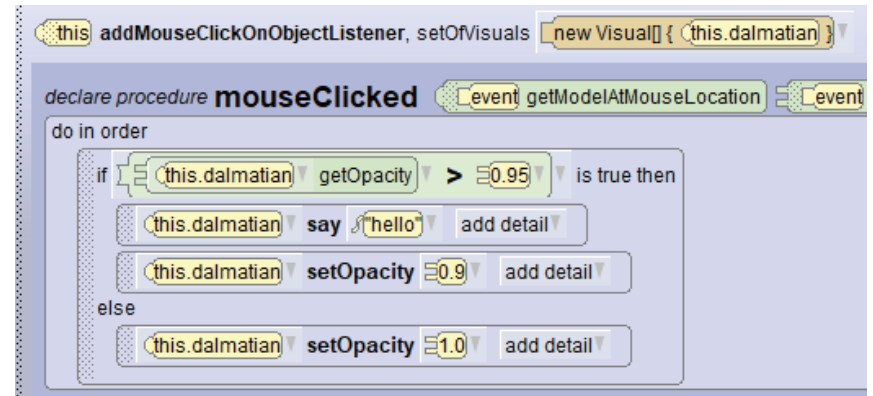
Q5 - How do I click on only cow and moose for them to turn around?

- A scene has bear cub, cow, dalmatian and moose.


```
this addMouseClickOnObjectListener  add detail▼

declare procedure mouseClicked  event getModelAtMouseLocation
do in order
    event  getModelAtMouseLocation  turn  RIGHT , 1.0  add de
```

Q6 What does this event do?

```
this addMouseClickOnObjectListener, setOfVisuals  new Visual[] { this.dalmatian }▼

declare procedure mouseClicked  event getModelAtMouseLocation  event
do in order
    if   this.dalmatian  getOpacity  >  0.95  is true then
        this.dalmatian  say  "hello"  add detail▼
        this.dalmatian  setOpacity  0.9  add detail▼
    else
        this.dalmatian  setOpacity  1.0  add detail▼
```

Class Today

- Make a simple game

Click on me to start the game