

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?

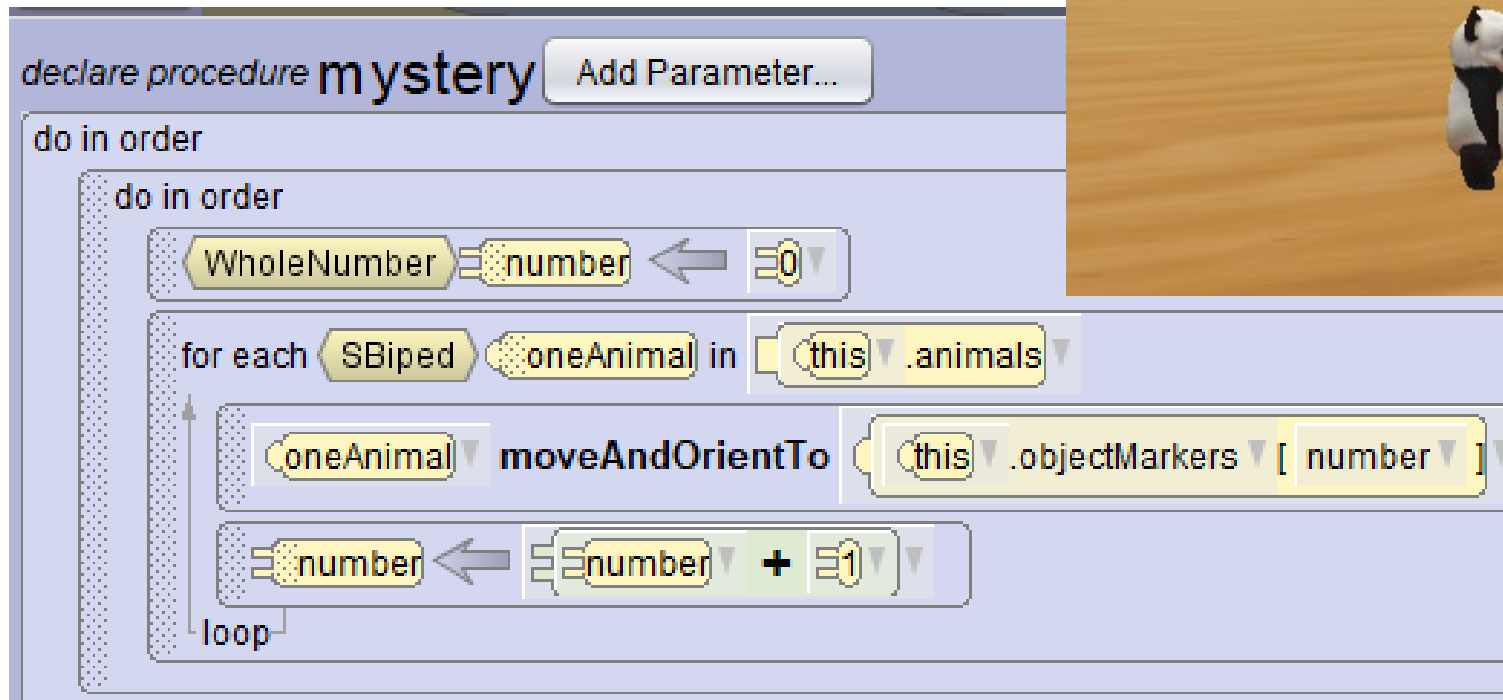


Q3. Consider the following

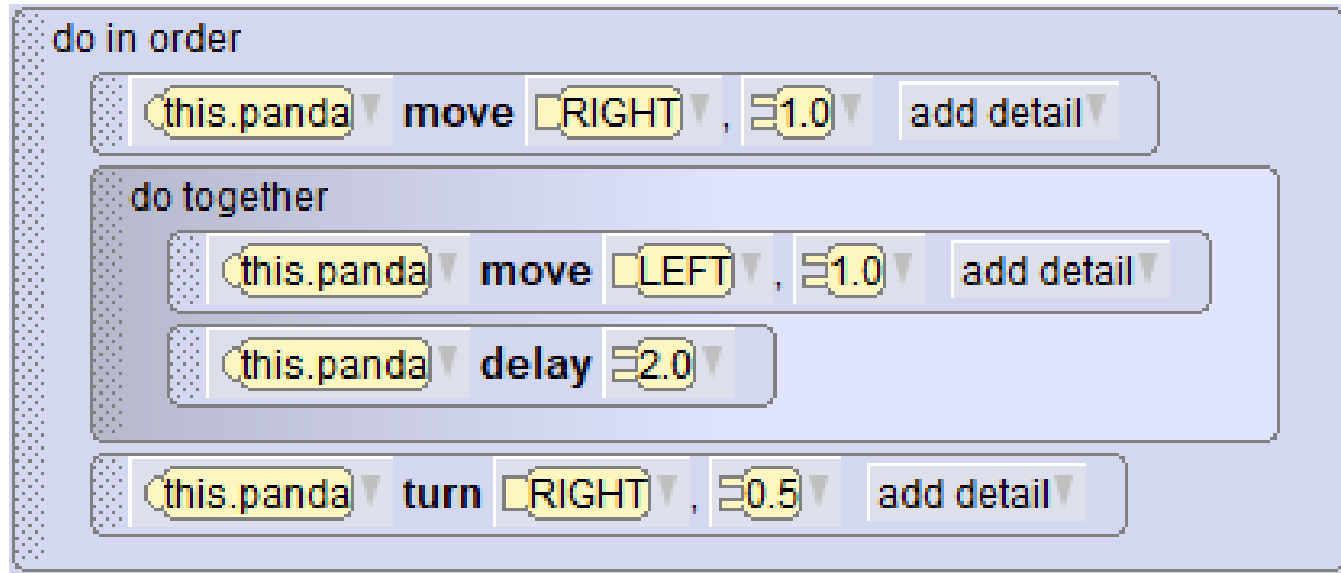
- Have 3 animals in an array named `animals`, and three object markers in an array called `objectMarkers`. They are in the order in the array as shown from left to right.



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



Q4. What does the following code do?



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

Q6 What does this event do?

The image shows a Scratch script for a mouse click event. At the top, a 'when clicked' block is connected to a 'new Visual[] { this.dalmatian }' block. Below this, a 'declare procedure mouseClicked' block is shown, which takes an 'event' parameter. The procedure body starts with 'do in order'. The first block in the 'do in order' loop is an 'if' block: 'if (this.dalmatian.getOpacity() > 0.95) is true then'. Inside the 'if' block, there are two blocks: 'this.dalmatian say "hello" add detail' and 'this.dalmatian setOpacity 0.9 add detail'. After the 'if' block, there is an 'else' block containing 'this.dalmatian setOpacity 1.0 add detail'.

```
when clicked → 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

