<section-header><section-header><text><text><text></text></text></text></section-header></section-header>	Announcements• Assignment 5 is due Thursday, October 29• Watch videos and online quiz for Thursday
WOTO-1 Collisions and KeyPress http://bit.ly/94f20-1022-1	Q1: How do I get the hare to turn around?
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Q2: What happens if I press letter A? If I press the letter T?

	(this) addKeyPressListener add detail
	declare procedure keyPressed ICevent isLetter ICevent isDigit
	do in order
	if ICevent isLetter is true then
	Cthis.pig V turn CRIGHT V, E1.0 V add detail V
	else
00000000	drop statement here
	if ICevent isKey CTV is true then
	(this.panda) turn [RIGHT] , E1.0 add detail
	else
100000000	drop statement here

Q3: What happens if press letter A? If press letter T?

declare procedure keyPressed event isLetter cevent isDigit do in order if fevent isLetter is true then is.pig turn RIGHT, 10 add detail else if fevent isKey from is true then is.panda turn RIGHT, 10 add detail else drop statement here do not detail	(this) addKeyPressListener add detail				
if <u>[event isLetter</u> is true then (this.pig turn RIGHT, E1.0 add detail else if <u>[event isKey</u> T is true then (this.panda turn RIGHT, E1.0 add detail else (drop statement here	declare procedure keyPressed I vent isLetter I vent isDigit	Ę			
(this.pig) turn [RIGH] T, E1.0 T add detail T else if [_event] T isKey [] T T is true then (this.panda] turn [RIGH] T, E1.0 T add detail T else (this.panda] turn [RIGH] T, E1.0 T add detail T else (drop statement here	do in order				
else if <u>Cevent</u> isKey <u>T</u> is true then (this.panda turn <u>RIGHT</u> , <u>E</u> 1.0 add detail else (drop statement here	if [
if <u>[event isKey</u>] is true then (this.panda turn <u>RIGHT</u> , <u>1.0</u> add detail else (drop statement here	(this.pig) turn [RIGHT] , E1.0 add detail				
(this.panda T turn RIGHT T, E1.0 T add detail else (drop statement here	else				
else (drop statement here	if [Ceven] isKey [] is true then				
drop statement here	(this.panda) turn [RIGHT] , E1.0 add detail				
	else				
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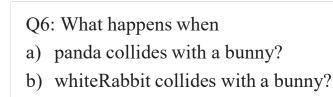
Q4: What does Combine and Fire_Multiple do?

	is addKeyPressListener, multipleEventPolicy COMBINET, heldKeyPolicy FIRE_MULTIPLE		
dec	clare procedure keyPressed I Tevent isLetter I Tevent isDigit I Tevent getKey I		
do	in order		
	if ICevent iskey CRIGHT is true then		
	(this.whiteRabbit) move CRIGHT , 20.25 add detail		
else			
	If Cevent iskey CUPT is true then		
	this.whiteRabbit move FORWARD T, 20.25 T add detail		
	else		
	drop statement here		
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Q5: What happens when ...

(this addCollisionStartListener (this .bunnies , new SThing] { (this.whiteRabbit), (this.panda) }				
declare procedure collisionStarted (Levent getSThingFromSetA) (Levent getSThingFromSetB)				
do in order				
(this.whiteRabbit) Turn [RIGHT] T, E1.0 T add detail				

- a) panda collides with a bunny?
- b) whiteRabbit collides with a bunny?



- c) pig collides with a bunny?
- d) white Rabbit 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?

(this) addCollisionStartListener [new SThing]] { (this.panda)} / , [(this / .bunnies / add detail /			
declare procedure collisionStarted (Levent getSThingFromSetA) (Levent getSThingFromSetA)	ingFromSetB		
do in order			
(this.bunny4) say (hello) add detail			
(this.bunny4) turn [RIGHT] , 21.0 add detail			
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Class Today

• A game with collisions

