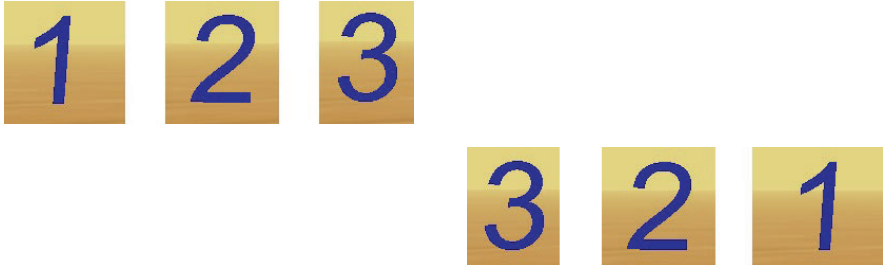# CompSci 94
Scorers and Timers
November 2, 2021

1 2 3
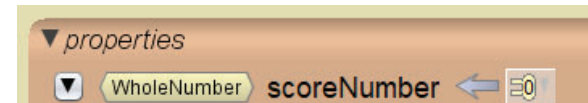
3 2 1

Prof. Susan Rodger

Announcements

- Videos and online quiz for next time
- Assignment 5 out today

Q1: What do you use in Alice to keep track of and display a score?

Q1: What do you use in Alice to keep track of and display a score?

- TextModel
- TextModel property of type wholeNumber

- The property keeps track of the score value
- The textModel displays the score value

Q2: What code would you put in the Procedure InitializeScore?

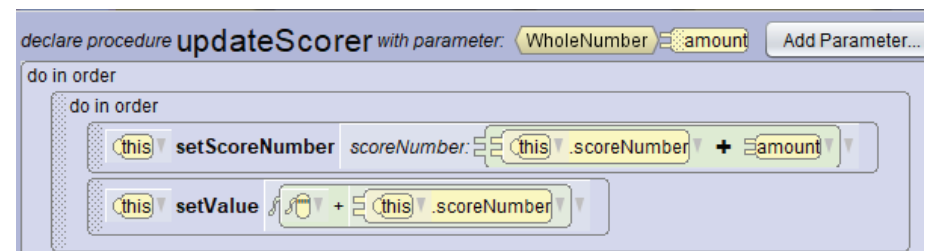# Q2: What code would the put in the Procedure InitializeScore?

- Set the property to 0
- Display the property as a textString "0"
- Make the score value visible – turn on the score

Q3: What code would you put in the procedure updateScore?

Q3: What code would you put in the procedure updateScore?

- Add one to the property
- Display the properties value as a textString

Q4: If the game is click on a bunny and get a point, where do you update the score in the program?

Q4: If the game is click on a bunny and get a point, where do you update the score in the program?

- Must have an event for clicking on a bunny, a mouseClickedOnObjectListener.
- Update the score in this event.

Q5: What do you use in Alice to keep track of and display a timer?

Q5: What do you use in Alice to keep track of and display a timer?

- TextModel
- TextModel property of type wholeNumber

- The property keeps track of the timer value
- The textModel displays the timer value

Q6: What would the Procedure InitializeTimer do?

Q6: What would the Procedure InitializeTimer do?

- Set the property to 20? 30? How many seconds do you want to give the player to play the game?
- Display the property as a textString "20"
- Make the timer value visible – turn on the timer

Q7: What would the procedure updateTimer do?

Q7: What would the procedure updateTimer do?

- Subtract one from the property
- Display the properties value as a textString

Q8: Where in the program do you update the timer?

Q8: Where in the program do you update the timer?

- Use an event addTimeListener
- Can set how often you want the event to run. Run it every 1.0 second.

Class Today

- Add a scorer and timer to the game from last time.