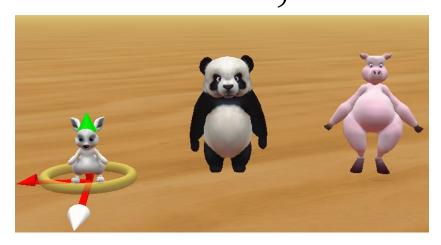
CompSci 94 Introduction to Events Mouse Events October 28, 2021



Prof. Susan Rodger

Announcements

- Assignment 4 is due tonight!
- Videos and online quiz for Tuesday

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





Q2. How do I use an object marker?



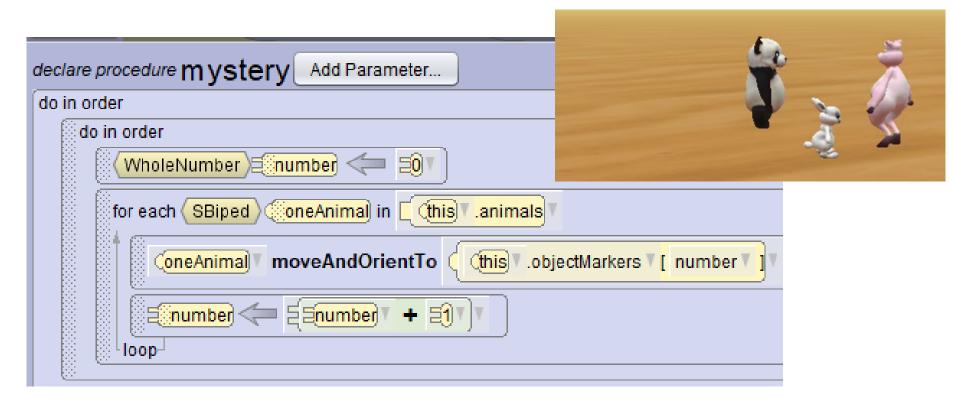


Q3. Consider the following

• 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?

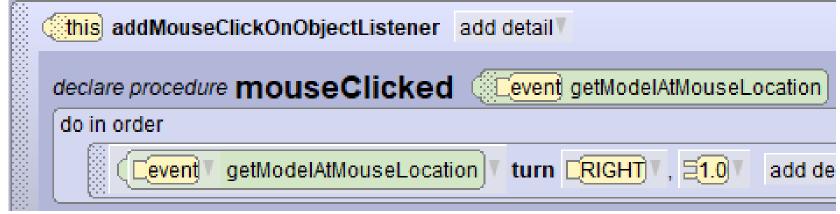


Q4. What does the following code do?



- Q5 How do you fix the code below so you only click on cow and moose for them to turn around?
 - A scene has bear cub, cow, dalmatian and moose.





Q6 What does this event do?

```
this addMouseClickOnObjectListener, setOfVisuals new Visual[] { (this.dalmatian) }
declare procedure mouseClicked (Eevent getModelAtMouseLocation Eevent)
do in order
                                          > <u>50.95</u>]▼
           (this.dalmatian)▼
                            getOpacity
                                                       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

