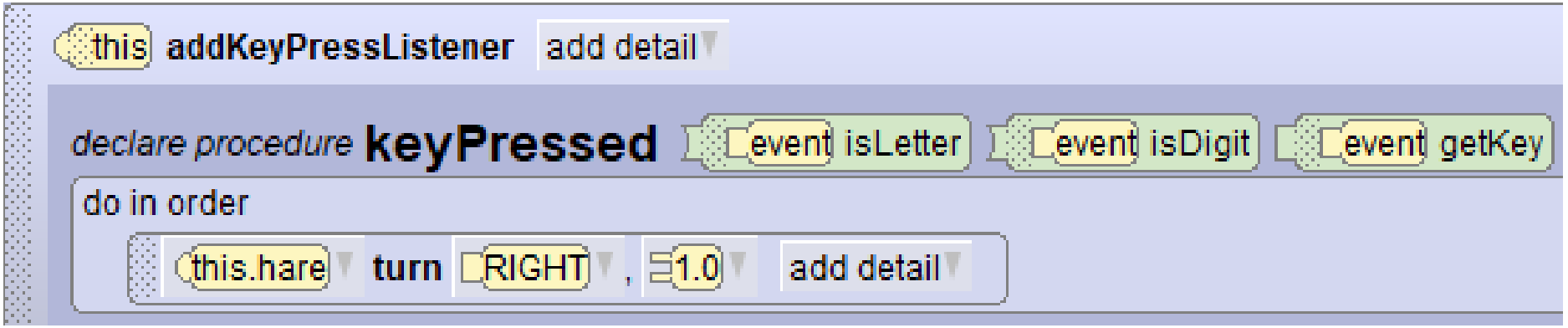
CompSci 94
KeyPressListener, Collision Listeners
November 4, 2021

Prof. Susan Rodger

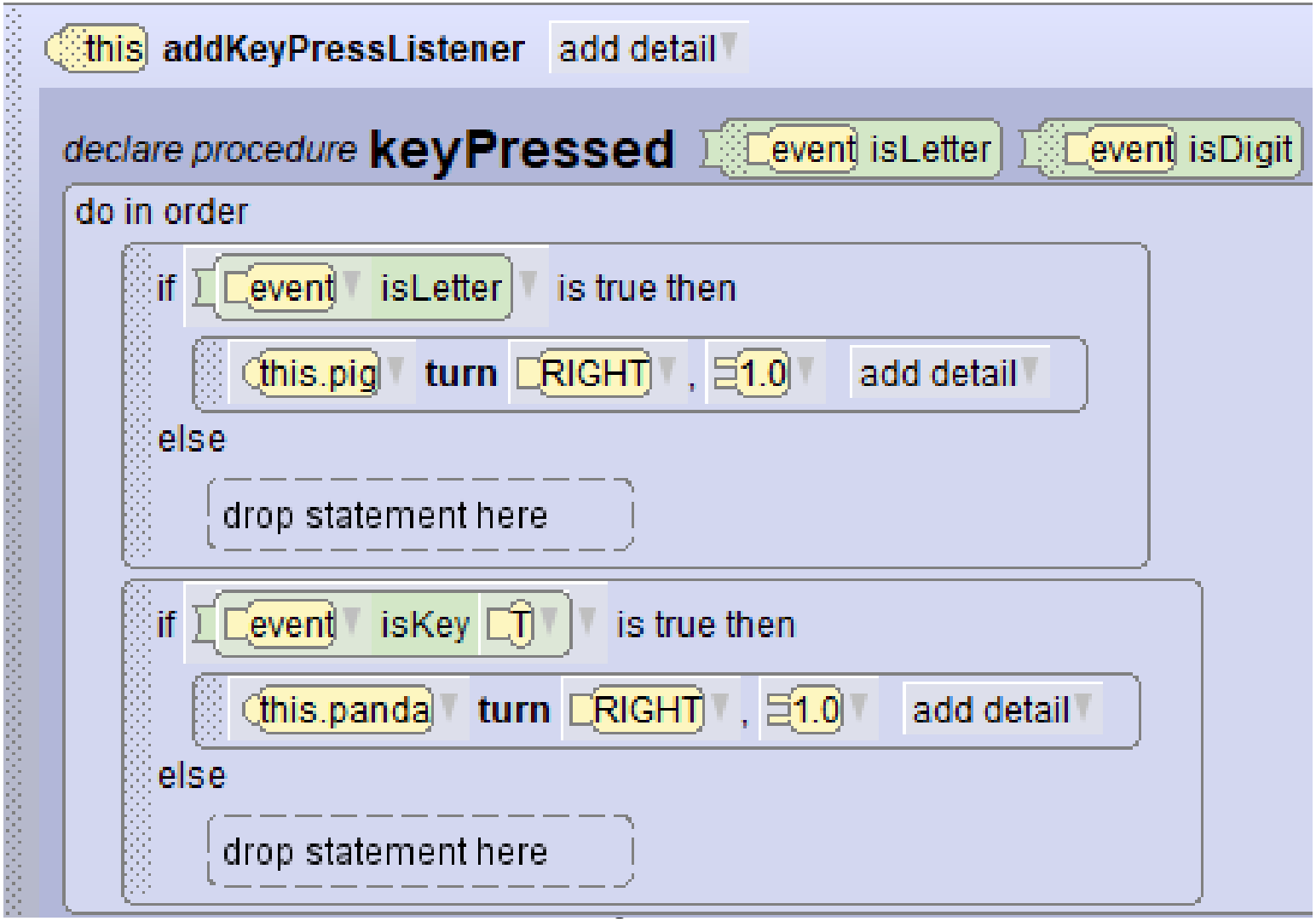
Announcements

- Assignment 5 is due Thursday, November 11
- Watch videos and online quiz for Tuesday
- Exam 2 is November 16

Q1: How do I get the hare to turn around?

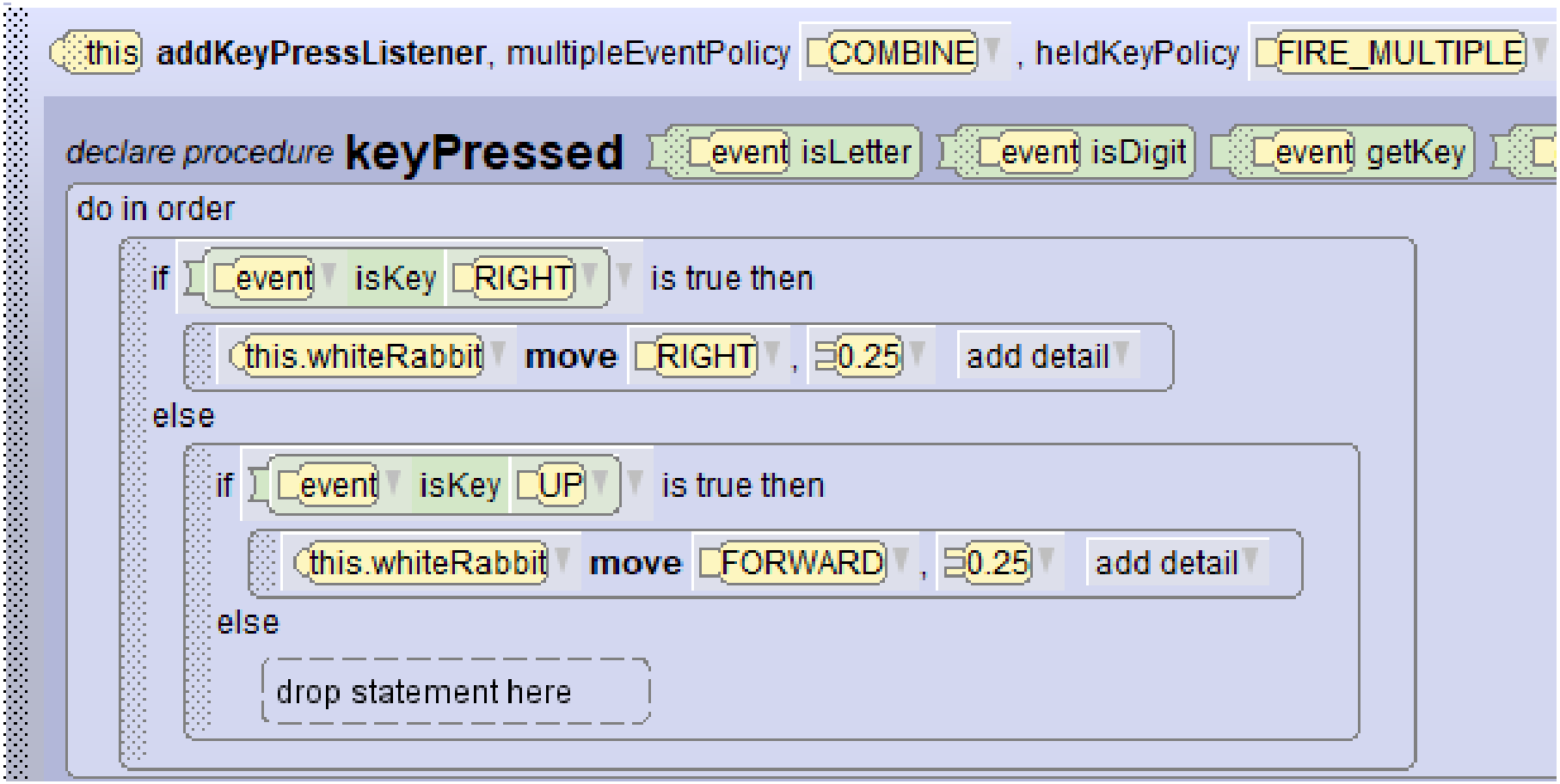


Q2: What happens if I press letter A? If I press the letter T?

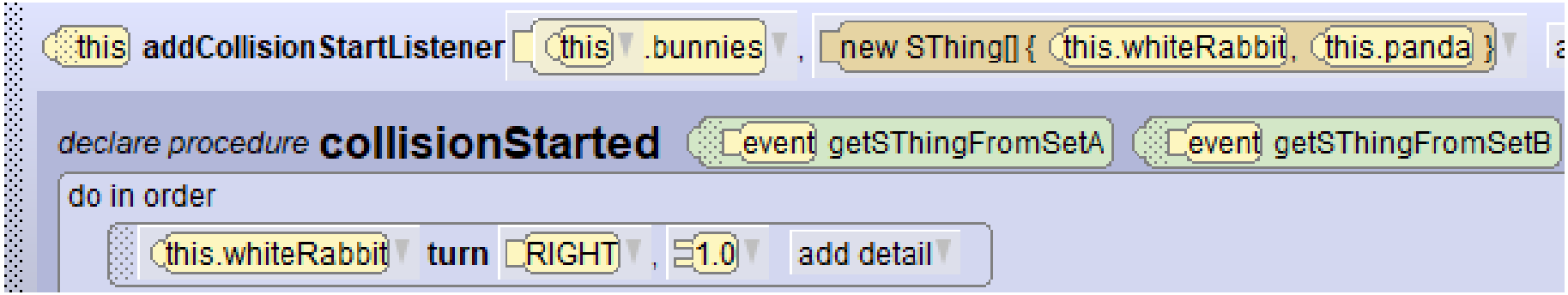


Q3: What happens if press letter A? If press letter T?

Q4: What does Combine and Fire_Multiple do?



Q5: What happens when …



a) panda collides with a bunny?

b) whiteRabbit collides with a bunny?

Note: bunnies is an array of bunnies

Q6: What happens when

a) panda collides with a bunny?

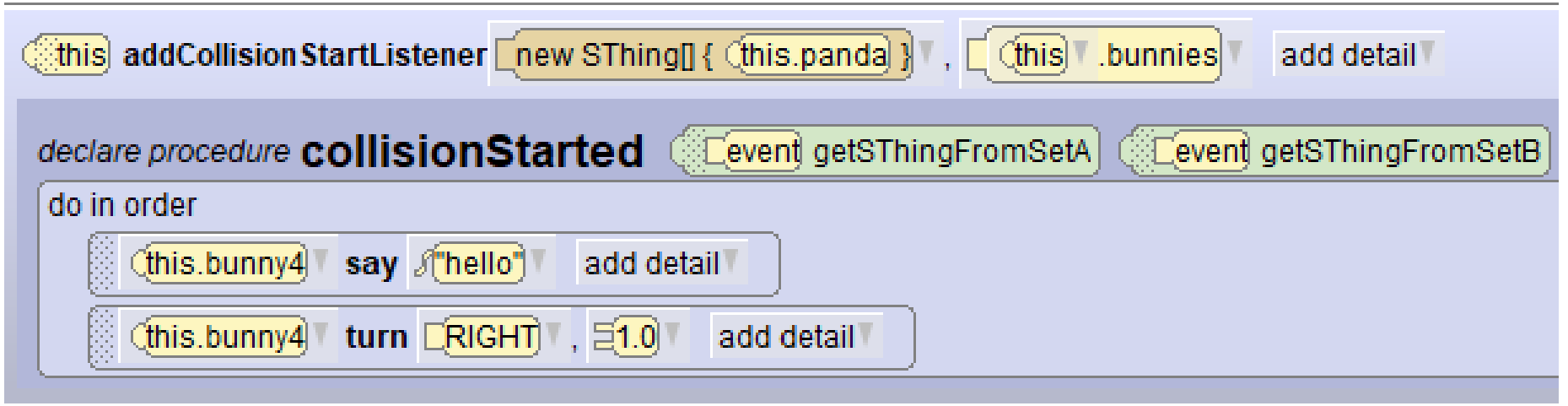
b) whiteRabbit collides with a bunny?

c) pig collides with a bunny?

d) whiteRabbit 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?



Class Today

- A game with collisions