# CompSci 94 Introduction to Events Mouse Events November 8, 2022



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CompSci 94 Fall 2022

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#### Announcements

- Assignment 4 is due tonight!
- Assignment 5 out, due Thur, Nov 17
- Videos and online quiz for Thursday
- Today we start event programing and building games
  - We are using all the programming concepts we have learned

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





#### Q2. How do I use an object marker?





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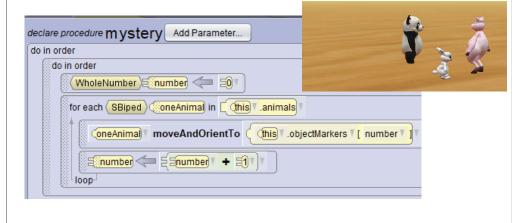
#### Q3. Consider the following

• 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.



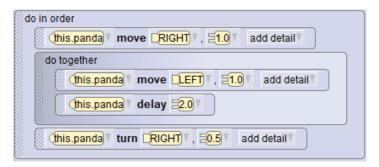
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Q3: Suppose the animals have moved as shown. What does the mystery procedure do?



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#### 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?

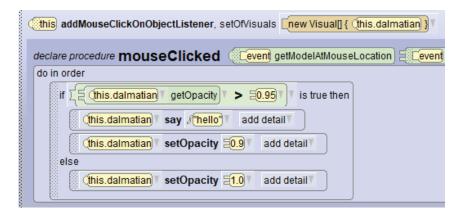
• A scene has bear cub, cow, dalmatian and moose.





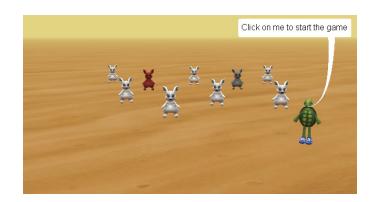
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#### Q6 What does this event do?



### Class Today

• Make a simple game



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