CompSci 94
Introduction to Events
Mouse Events
October 31, 2024

Prof. Susan Rodger

Announcements

- Assignment 5 due Thurs, Nov 7
- Videos and online quiz for Tuesday

- Today we start event programing and building games
  - We are using all the programming concepts we have learned

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

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- Go to scene setup
- Select the bunny first!
- Add objectMarker
- Should see it on the bunny

Q2. How do I use an object marker?

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- Use it just like a camera marker.
- Bunny moveAndOrientTo objectMarkerBunny

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?

```
declare procedure mystery   Add Parameter...
do in order
    do in order
        WholeNumber number ← 0
        for each SBiped oneAnimal in this .animals
            oneAnimal moveAndOrientTo this .objectMarkers [ number ]
            number ← number + 1
        loop
```

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

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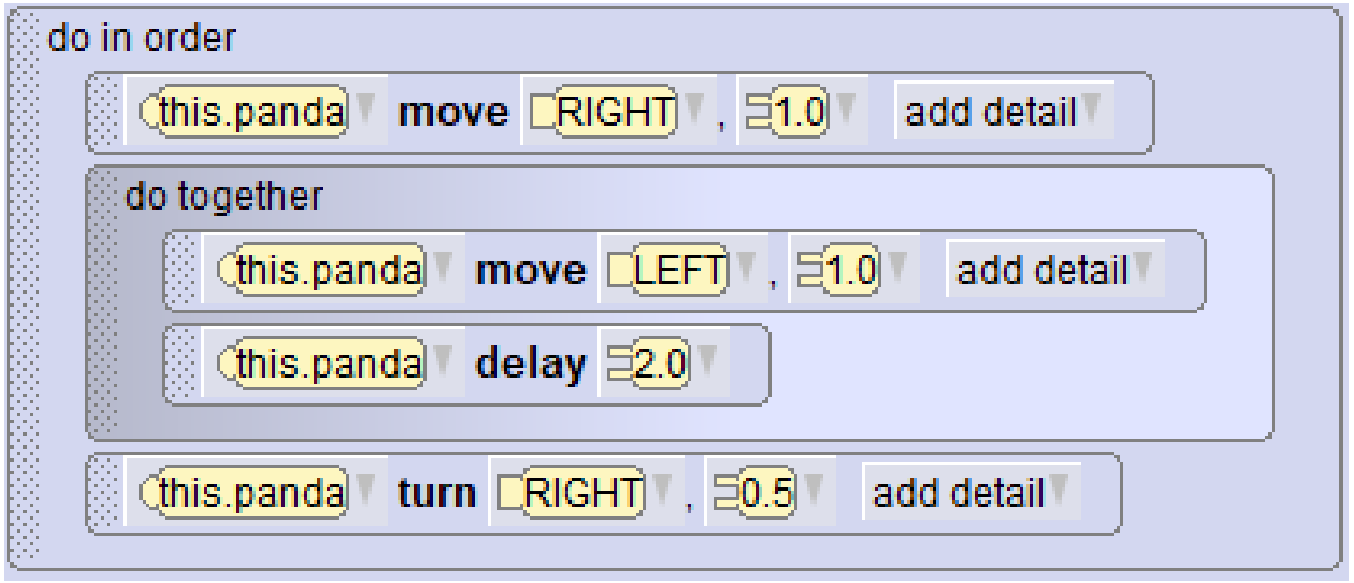
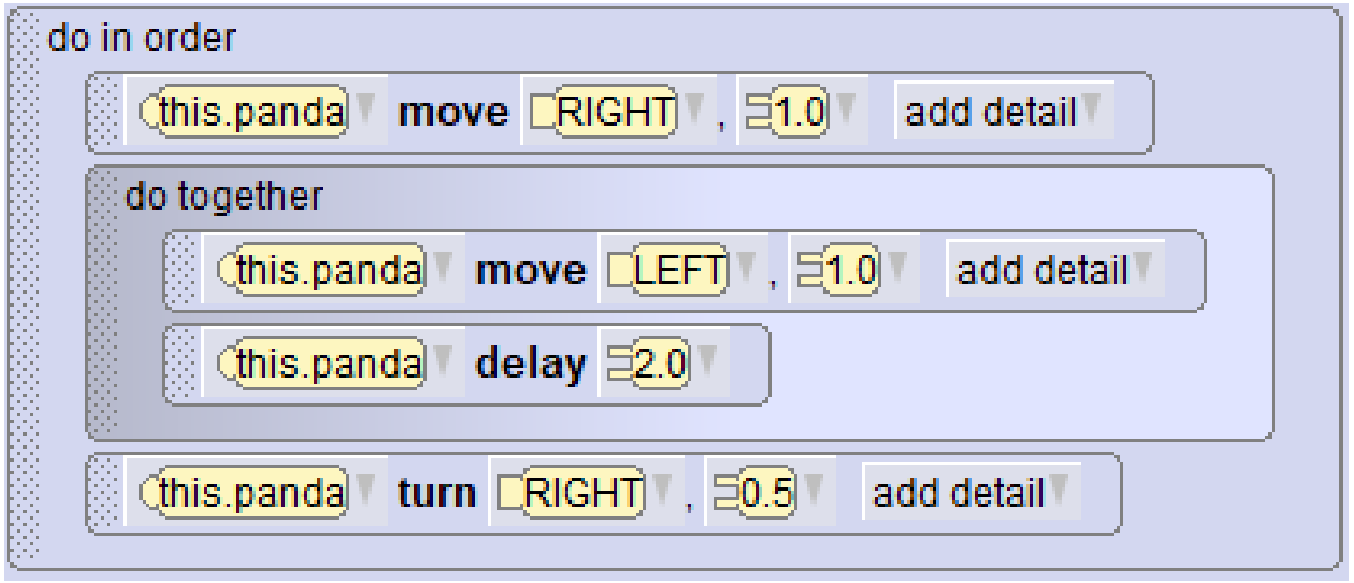
```

- It moves the animals back to their original position and orientation.

Q4. What does the following code do?



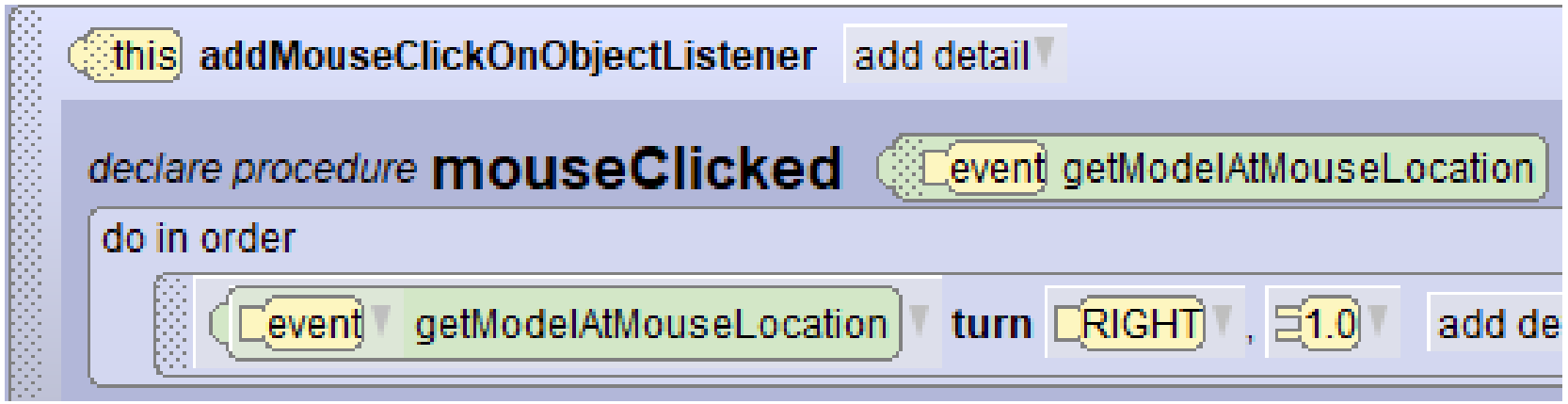
Q4. What does the following code do?



- Panda moves right, then panda moves left
- Then there is a delay of 1 sec, the doTogether has to finish.
- Then the panda turns.

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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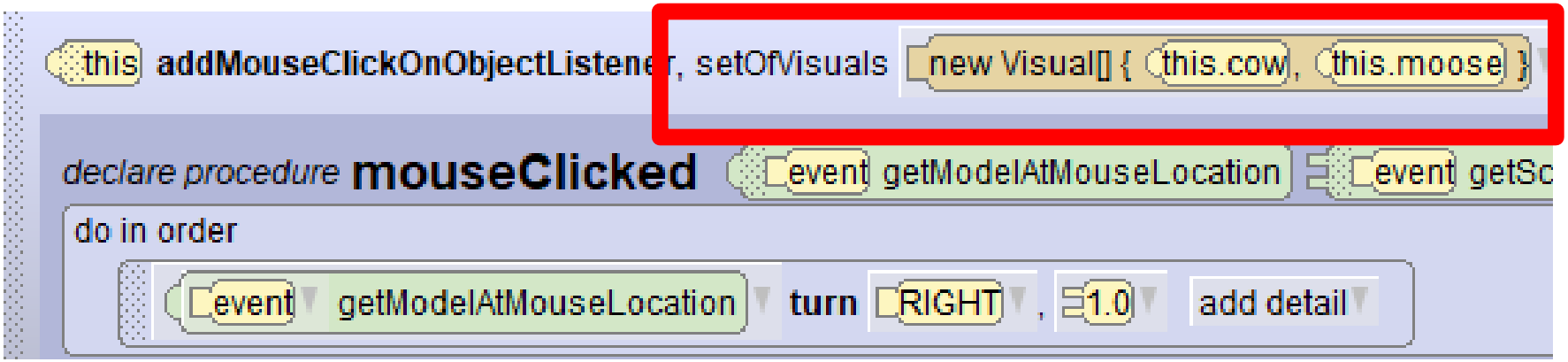
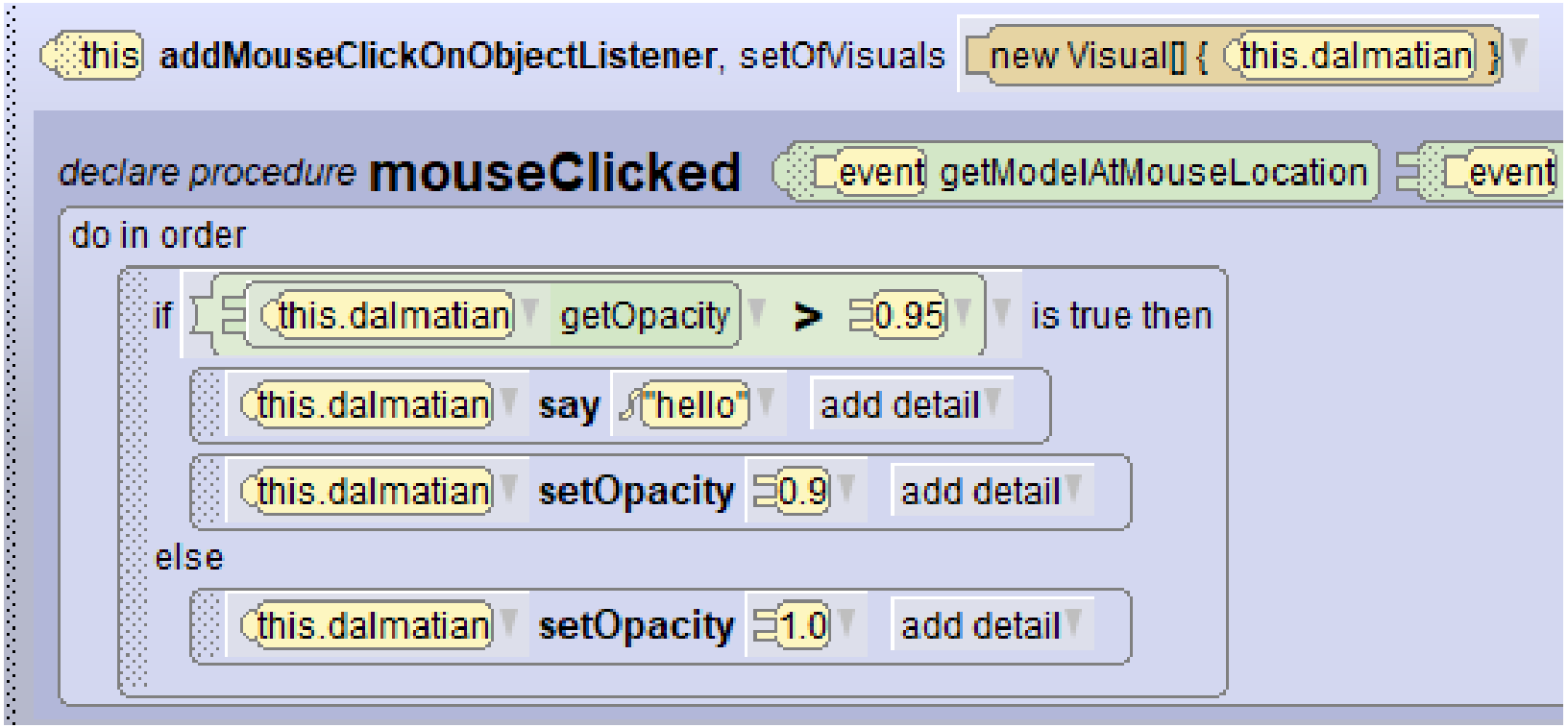


- Add Detail – Visual array of cow and moose

Q6 What does this event do?



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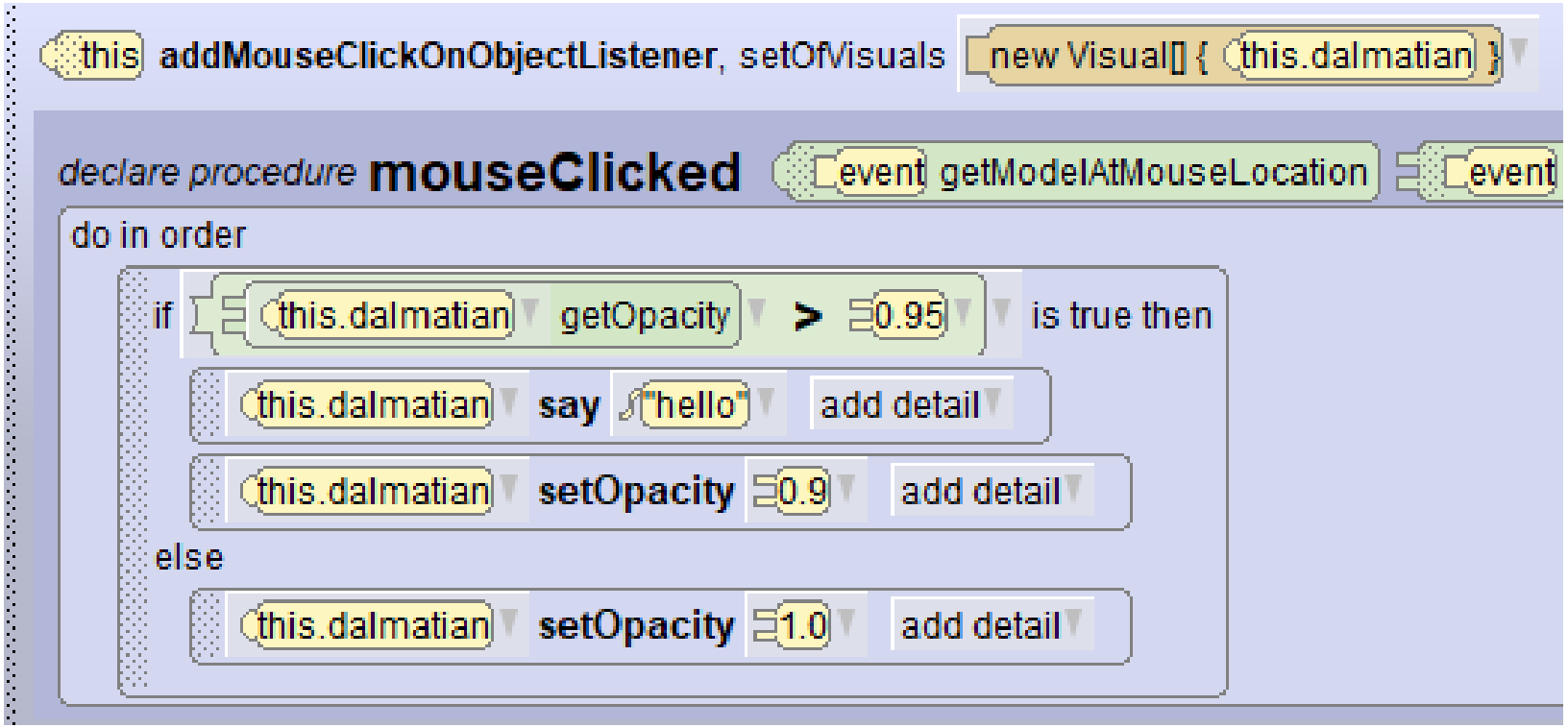

- Every other time you click on the dalmatian, it says hello.

Class Today

- Make a simple game