CompSci 94
Introduction to Events
Mouse Events
October 31, 2024

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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?
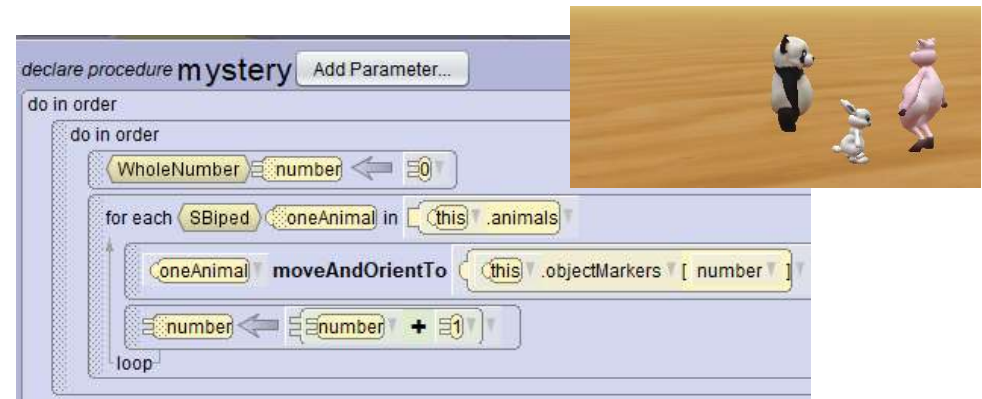
Q2. How do I use an object marker?

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?


```
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
```

Q4. What does the following code do?

```
do in order
    this.panda move RIGHT , 1.0  add detail
    do together
        this.panda move LEFT , 1.0  add detail
        this.panda delay 2.0
    this.panda turn RIGHT , 0.5  add detail
```

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.


```
this addMouseClickOnObjectListener  add detail
    declare procedure mouseClicked  event getModelAtMouseLocation
    do in order
        event getModelAtMouseLocation turn RIGHT , 1.0  add de
```

Q6 What does this event do?

Class Today

- Make a simple game