

# CompSci 94

## KeyPressListener, Collision Listeners

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



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## Announcements

- Assignment 5 is due today
- Assignment 6 out, due Nov 21
- Watch videos and online quiz for Thursday
- Exam 3 is November 19
  - Study materials on Nov 19 date on our calendar

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



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



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Q4: What does Combine and  
Fire\_Multiple do?



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Q5: What happens when ...



- a) panda collides with a bunny?
- b) whiteRabbit collides with a bunny?

Note: bunnies is an array of bunnies

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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

