CompSci 94
Getting Started with Assign 6
March 29, 2018

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Class Today

• No new classwork today
• Catch up and start on Assignment 6.
Assignment 6

• What is the difference between a property, a variable and an assignment statement?
Assignment 6

• What variables to use? What are their types?
What procedures/functions to write?
Assignment 6

• What is the difference between a property, a variable and an assignment statement?
  – If you create a variable in a procedure it is only known in that procedure.
  – If you want it known throughout the program, make it a scene property.
Assignment 6

• What variables to use? What are their types?
  – counterNumber – scene property
  – Array of three text strings for the code (better)
    • Instead array of three Booleans (true means up, false means down)
  – At some point build a text string of the answer to display (save this in a property)
  – gameOn – false to start, make it true when they can start clicking and make it false when they get the answer – scene property
What procedures/functions to write?

- Initialize counter
- Update Counter
- Check code is it valid – function True if valid false if not, or a procedure
- Setup other stuff besides counter
- Procedure for what to do if user wins
- Procedure for what to do if they lose
Event

• Click on pole and you have determine which pole you clicked on and you have determine if the ball is down or up and move it to the other position – mouse click event