Class Today

- Review for Exam 2 – on April 10
- Questions on Assignment 6
- Classworks 1-18 must be checked off by April 12

Events 1

Events 2
Events – when does it start, how does it work?

- sceneActivated
- addTimeListener
- keyPressed

Events – when does it start, how does it work? (part 2)

- addObjectMoverFor
- addMouseClickOnObjectListener
- addDefaultModelManipulation

Events – when does it start, how does it work? (part 3)

- addPointOfViewChangeListener
- addCollisionStartListener

Billboard and counter

- Add a billboard of instructions
- A counter
A Countdown Timer

• Need a number and 3D text object
• Update the number by subtracting and then update the 3D text to display it
• Write Procedures:
  – InitializeTimer, UpdateTimer
• Need an addTimeListener Event
  – Will update every specified time unit

If statements

• When do you guard an if statement?
• How do you guard an if statement?

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Looping structures - when and how to use each one

• Count loop
• While loop
• For each in
• Each in together

Randomness

• How do you generate a random number?
• How do you store a random number?
• How do you use a random number?
Arrays

- How do you create an array?
- Where should you create an array?
- How do you change a value in an array?
- What is the advantage of using an array?
- How do you find the tallest element in an array?

Changing Scenes with a Curtain

- Setup two or more scenes
- Camera
- How to change scenes

How to study for the exam

- Practice problem solving
- Redo a classwork, or a procedure or function for a classwork
- Try redoing something from a lecture
- Reading in book
- Understand topics – reread over lecture notes
- Look at old tests but think – how would I do this in Alice 3