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

```
declare procedure sceneActivated
    do in order
        this myFirstMethod

declare procedure timeElapsed
    do in order
        drop statement here

declare procedure keyPressed
    if event isKey $ is true then
        drop statement here
    else
        drop statement here
```
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
If statements

• When do you guard an if statement?

• How do you guard an if statement?
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