CompSci 94
Scorers and Timers
March 21, 2019

Prof. Susan Rodger
Q1: What do you use in Alice to keep track of and display a score?

• TextModel
• TextModel property of type wholeNumber
• The property keeps track of the score value
• The textModel displays the score value
Q2: What would the Procedure InitializeScore do?

- Set the property to 0
- Display the property as a textString “0”
- Make the score value visible – turn on the score
Q3: What would the procedure updateScore do?
Q4: If the game is click on a bunny and get a point, where do you update the score in the program?
Q5: What do you use in Alice to keep track of and display a timer?
Q6: What would the Procedure InitializeTimer do?
Q7: What would the procedure `updateTimer` do?

- Subtract one from the property
- Display the property's value as a textString
Q8: Where in the program do you update the timer?

• Use an event addTimeListener
• Can set how often you want the event to run. Run it every 1.0 second.
Announcements

• Videos and online quiz for next time
• Assignment 5 due Tuesday
Class Today

• Add a scorer and timer to the game from last time.