Class Today

• Practice reading code that has events
• What is the order of what happens?

• Then problem solving to build a game.

A Program

• The following slides are the code from a program. Look over the code and see if you can understand it.
Events (4)

Answer the following questions about the code

- If the world starts, without interacting with the program, what happens, and what is the order it happens in?
- Then trigger some events, how does that change the running of the program.

This lecture covered

- Tracing Code
- Understanding how events work