CompSci 94
Review for Exam 2
November 13, 2018

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Class Today

• Review for Exam 2 – Exam is Thursday
• Questions on Assignment 6
• Classworks 15-20 must be checked off by November 29
• Look at Exam 2 Spring 2018
  – Lot of reading code, some writing code

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?

Looping structures - when and how to use each one
- Count loop
- While loop

Looping in Array – when and how to use each one
- For each in
- Each in together
- Indexing loop
Randomness

• How do you generate a random number?

• How do you store a random number?

• How do you use a random number?

• What other type of random can you create?

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