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?

- Add one to the property
- Display the properties value as a textString
Q4: If the game is click on a bunny and get a point, where do you update the score in the program?

- Must have an event for clicking on a bunny.
- Update the score in this event.

Q5: What do you use in Alice to keep track of and display a timer?

- TextModel
- TextModel property of type wholeNumber
- The property keeps track of the timer value
- The textModel displays the timer value

Q6: What would the Procedure InitializeTimer do?

- Set the property to 20? 30? How many seconds do you want to give the player to play the game?
- Display the property as a textString “20”
- Make the timer value visible – turn on the timer

Q7: What would the procedure updateTimer do?

- Subtract one from the property
- Display the properties 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 4 due tonight!

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