CompSci 94
Scorers and Timers
October 31, 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?

• 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?
Q8: Where in the program do you update the timer?
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.