Q1: How do I get the hare to turn around?

Q2: What happens if I press letter A? If I press the letter T?

Q4: What does Combine and Fire_Multiple do?

• a) panda collides with a bunny?
  WhiteRabbit (W.R.) turns right

• b) whiteRabbit collides with a bunny?
  whiteRabbit turns right

Note: bunnies is an array of bunnies

Q5: What happens when ...

a) panda collides with a bunny?

b) whiteRabbit collides with a bunny?

Q6: What happens when
a) panda collides with a bunny?

b) whiteRabbit collides with a bunny?

c) pig collides with a bunny?

d) whiteRabbit collides with panda?

Q7: Clicking on an array object

• There is an array of bunnies. When a bunny collides with panda, you want the bunny that collided with the panda to say hello and turn around once.

• Why doesn’t this code work?
Q7: Clicking on an array object

- There is an array of bunnies. When a bunny collides with panda, you want the bunny that collided with the panda to say hello and turn around once.
- Can you change the code to this?

Find bunny clicked on in array

- Write a loop to iterate through the bunny array, for each bunny in the array, check to see if it is the item clicked on.

Announcements

- Assignment 5 out today
- Exam 2 is November 19 in two weeks
  - Fill out Exam 2 form if you get accommodations or have a reason why you need to reschedule your exam
- Watch videos and online quiz for Thursday

Class Today

- A game with collisions