CompSci 94
KeyPressListener, Collision Listeners
November 5, 2019

Prof. Susan Rodger
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?

declare procedure keyPressed

do in order
  if event isKey RIGHT is true then
    this.whiteRabbit move RIGHT, \( \geq 0.25 \) add detail
  else
    if event isKey UP is true then
      this.whiteRabbit move FORWARD, \( \geq 0.25 \) add detail
    else
      drop statement here
Q5: What happens when …

a) panda collides with a bunny?

b) whiteRabbit collides with a bunny?

Note: bunnies is an array of bunnies
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