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
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- TextModel
- TextModel property of type wholeNumber

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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
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?
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?
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- 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?
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
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 property's value as a textString
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?
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.