HULA MASSAGE
Assessment for Interaction with User

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Concepts Covered

To complete this assessment, you should know how to:

• Use **procedures** of objects.
• **Do together** & **Do in order**
• **Ask user** for an integer.
• Add a new **event listener** for a specified letter.

Already done for you

• Open **Assessment AskUser_Start**
• You can see an ostrich in the middle and a hula on the side.

• There are two scene procedures: ▼ □ myFirstMethod ▼ □ randomCircling
• When the scene starts, myFirstMethod will be called.

To-do list

When you have completed everything correctly, your program should run in this sequence:

• Ostrich greets you.

→ • Ostrich introduces its hula.
  • Hula jumps onto Ostrich’s neck through a quasi-hyperbolic path.
  • Ostrich asks you to press M for Massage.

→ • Pressing M causes randomCircling to run.
  • Ostrich asks you how many rounds you would like.
  • Hula circles around Ostrich’s neck in random revolution and speed.
MyFirstMethod Requirement

1. Hula should first moveTo this.above, and then moveTo this.on, successively.

2. The ostrich should say “And this is my hula.” simultaneously with hula’s entire movement.

IntializeEventListener Requirement

→ Add an Event Listener, so that when Letter M is pressed, random circling shall run.

HINT:

RandomCircling Requirement

count up to 3

As of now, every time randomCircling is called, hula will massage Ostrich’s neck for about three rounds.

→ Change the code so that we may ask the user for the number of rounds.

Yay!

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• Ostrich introduces its hula.
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• Ostrich asks you to press M for Massage.
• Pressing M causes randomCircling to run.
• Ostrich asks you how many rounds you would like.
• Hula circles around Ostrich’s neck in random revolution and speed.
If you have extra time left!

- Check out **object markers** in Setup Scene
- And then go to myFirstMethod, specifically, the movement of hula.

*Can you figure out how object markers work?*

💡 Recall the gist of Camera Markers.