Asking User for an Answer

Alice 3 Tricks in Mini Trivia (2/4)

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About the Mini Trivia Challenge

Mini Trivia is a four-question game created by Vicki Zhang. The author explains four useful topics involved in separate tutorials:

1. scorekeeper
2. asking user for an answer
3. billboard
4. multi-layered object clicking

This tutorial explains how to ask user for an answer. Start by downloading Mini Trivia_Challenge 2 Ask User_Start
Background

Each object, when clicked on, will solicit an answer from the user.

• The hammer asks for a true/false boolean;
• Dory asks for a letter string;
• Squirrel asks for an integer number.
Background

The palm tree does something a bit different. We’ll talk about it in Tutorial #4, Multi-layered Object Clicking.
To get started

In **Scene**, you will see all the main procedures that we will be tweaking.
Go to questionA

Drag in `getBooleanFromUser` to replace the “true”, and set the custom string value to “Decide:”.

This value here denotes the text displayed when the question is prompted.
Question A Completed!

• You could run the world and click on the hammer to check out the effect.

• You could see that, now, the score will change based on user (your) response!
Go to questionC

• In question A, the if/else block was built for you. Thus, you just needed to fill in the condition to make it work.

• In question C, let’s build the if/else block from scratch.

• Goal: The squirrel will ask the user when Duke was founded. If the answer is correct, i.e. answer == 1838, then we add 20 points; else, we deduct 10 points.
Building Question C

• First, drag in an if block from the bottom of the screen, and select “true” as a placeholder.

• Click on “true” for the drop-down list and select relational (whole number) and then “==”. Then select 0 and 0.
Your if statement now looks like above. We will now replace the zeros with meaningful selections.

Find the `getIntegerFromUser` function from DukeSquirrel and drag onto the first 0. Type in “Your response:” for custom TextString.
Your if statement should now look like above.

Now, click on the 0 on the right side, and select custom whole number.

Type in **1838** (the correct answer for Duke’s establishment). Done ↓
Filling out the if/else block

• So far, we have constructed the condition of the if statement.
• If the condition is met, we will add 20 points. Else, we will deduct 10 points.
• Find this.score as shown on the right, and we will employ some of its procedures created for you.
Adding/Reducing Points

• For the **IF** half
  • Drag in `addScore` from the procedures → custom whole number → 20.

• For the **ELSE** half
  • Drag in `reduceScore` from the procedures → custom whole number → 10.
Add More Excitement

If so inclined, you could add extra effects for getting the answer (in)correct. Mine is like this:

```plaintext
if this.dukesquirrel.getIntegerFromUser("Your answer:") == 1838 is true then
    this.dukesquirrel.move UP, 0.25, add detail
    this.dukesquirrel.move DOWN, 0.25, add detail
    this.score.addScore howMuch: 20
else
    this.score.reduceScore howMuch: 10
    this.dukesquirrel.roll LEFT, 1.0, duration 0.25, add detail
```
Finally, go to questionD

• Scroll all the way to the bottom.
• This is a multiple choice question, and asks the user to input a letter, which is a string.
• Therefore, click on the “true” in the if statement and select TextString Comparison – ??? contentEquals??? – and two “hello”s.
1. Drag `getStringFromUser` over to replace the first “hello.”

2. Select custom `TextString` and type: “Indicate your response with ONE CAPITALIZED letter” to avoid structural confusion.

3. Replace the second “hello” with one capitalized “B”. 
Done!

• Run the program and play around with it (even though you now know the answers).

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