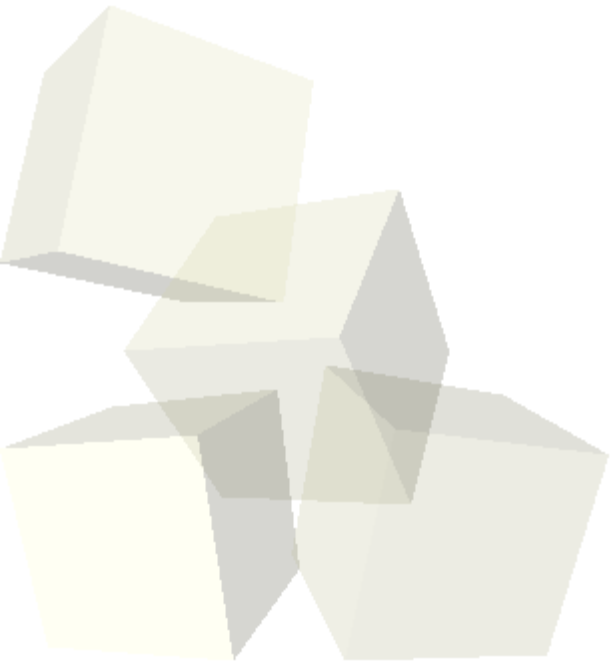2/15/2008
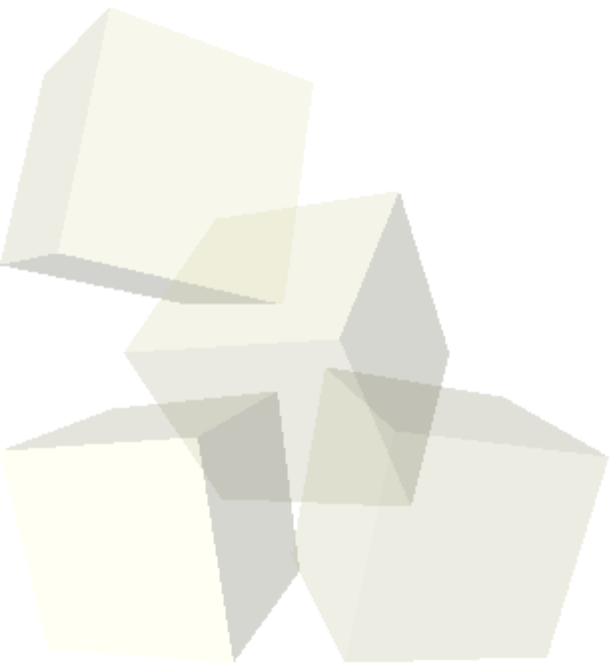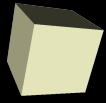
- Let's look at solutions to the interclass problem.
- Do you have any questions about the project?

- As we have seen, we can make our Alice programs respond to activities of the user.
- To use an event we first write the method that we want the event to make happen. Then we create a new event and tell it to call that method.

- Today we are just going to focus on mouse events.
- Let's go through each type of mouse event and try to find a way to add it to our program.
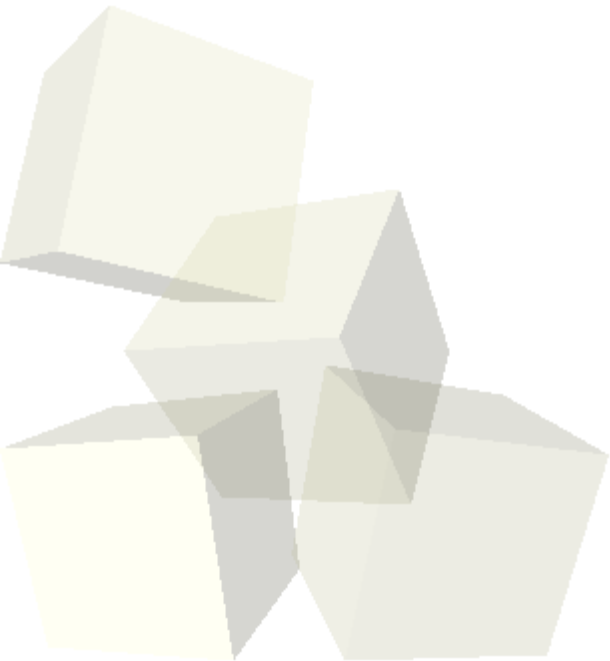
- How will you use mouse events in your project?
- Interclass Problem – Write a little program that involves at least one mouse event, a list, and a loop.