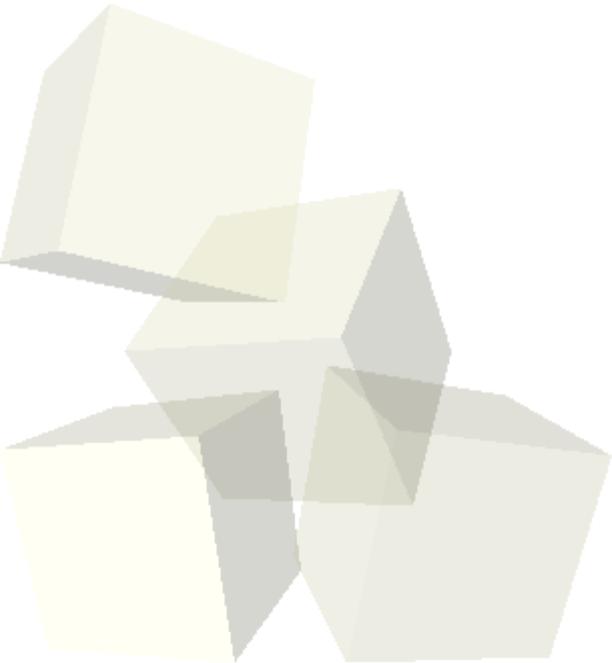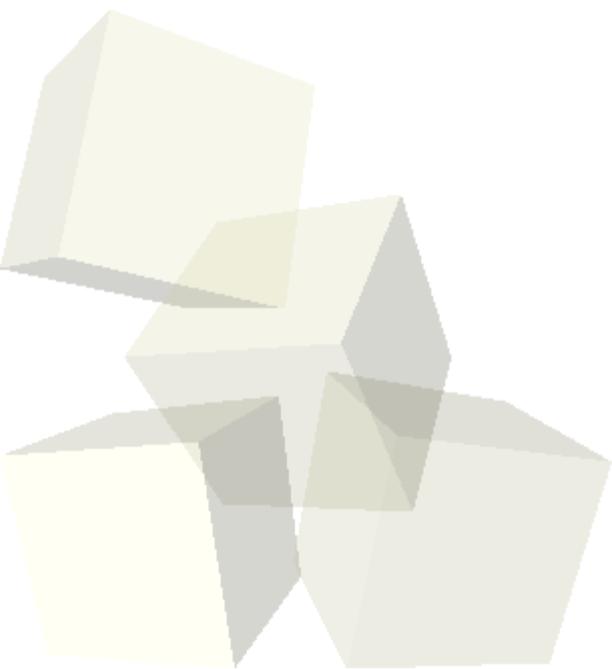8/1/2007

- Let's look at some solutions to the interclass problem.
- Do you have any questions about the project?
- Do you have questions about the midterm?

- Last time we looked at events in Alice and started with mouse events. We saw how we could use properties to store values that are updated by events.
- There are also events in Alice that work with the keyboard. This is helpful because as we saw last time, you can overload what the mouse is doing and make it hard control things.
- We will continue to extend our knife throwing example to give us more control. In the end I'd like to have enough control that we could turn this into a game.

- For the most part we have finished talking about Alice. Friday is just on a few techniques you can use. How comfortable do you feel about your ability to complete the project?
- Remember the review session from 3:30-5:30. I'll be answering any questions people come with but won't have anything specific prepared.
- Interclass Problem – This one is for the class on Friday. Make a program where you have a ball that rolls a ways if you press R and bounces twice if you press B.