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.