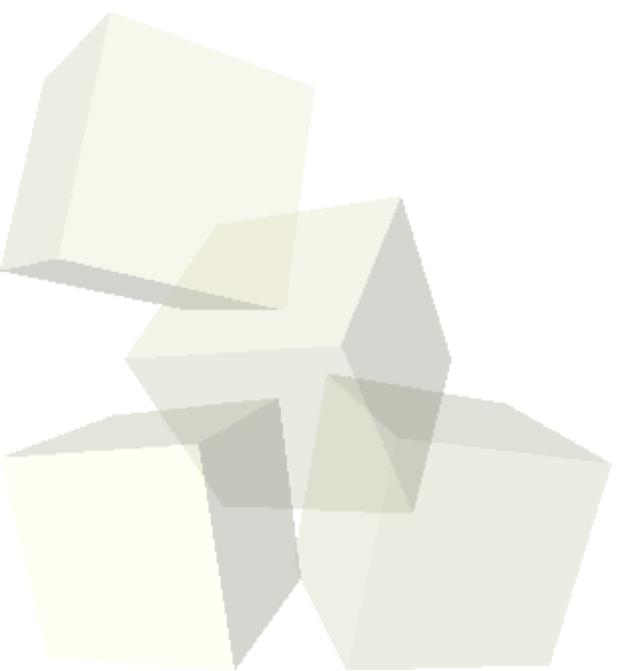
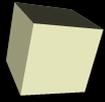




Key Events

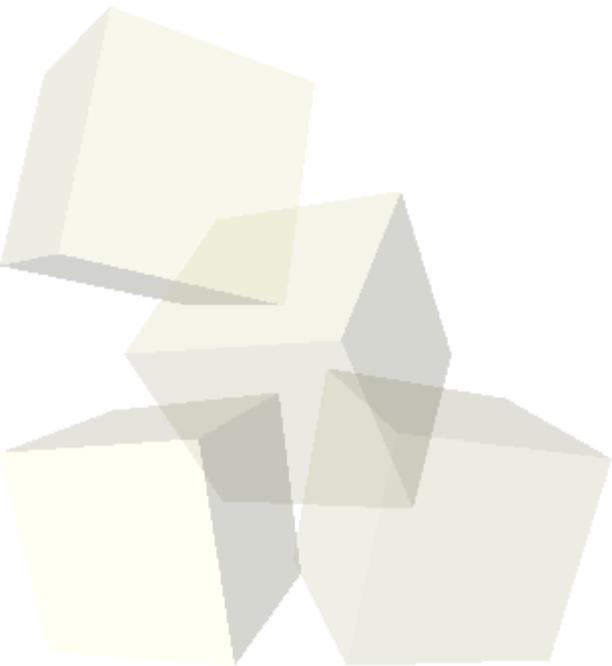
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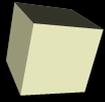




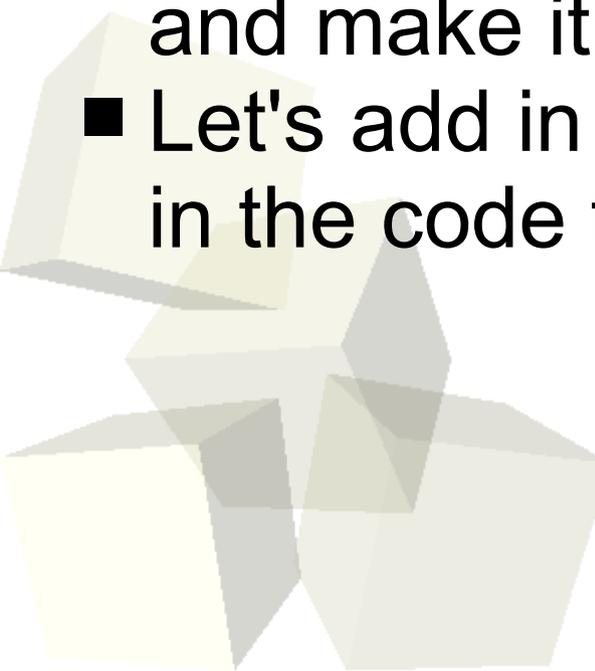
Opening Discussion

- 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.
- Let's add in some 3-D text and look at key events in the code that we have.





- 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?
- Let's reserve the last two hours of the open lab (4:00-6:00) on Thursday for a review session before the exam.
- Interclass Problem – Make a program where you have a ball that rolls a ways if you press R and bounces twice if you press B.