

Objectives

- User Interaction
- Animation
- Review for Exam

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1

Getting Input from the User

- `<GraphWinObj>.getMouse()`
 - Returns the user's mouse click as a **Point** object
- Entry objects
 - Get text from user

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2

Problem

- Create a program where the user tells you where to draw a line
 - What do you need from the user?
 - What do you need to create a line?

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`userDraw.py`

3

Problem: Circle Shift

- Move a circle to the position clicked by the user
 - Repeat five times

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`circleShift.py`

4

Animation

- Use combinations of the method **move** and the function **sleep**
 - Need to **sleep** so that humans can see the graphics moving
 - Computer would process the **moves** too fast!
- **sleep** is part of the **time** module
 - takes a float representing *seconds* and pauses for that amount of time

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`animate.py`
`fenway.py`

5

Examples of Animation

- From Previous Classes

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6

Problem: Animate Moving to User Click

- Use combinations of the method **move** and the function **sleep**
 - Need to **sleep** so that humans can see the graphics moving
 - Computer would process the **moves** too fast!
- **sleep** is part of the **time** module
 - Takes a **float** parameter representing **seconds** and pauses for that amount of time

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7

Problem: Animate Moving to User Click

- In **X** steps, move from the circle's current location to the location clicked by user

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[circleShiftAnim.py](#)

8

Looking Ahead

- Friday
 - Lab due
 - Rainbow Dice EC – lab 5 too
 - Exam
- Monday – Wednesday
 - Jeopardy! Challenge
 - Answer questions on Sakai
 - 10 pts EC on lab grade

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9

Exam Review

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10