CSE 111

Fall 2010

November 1 – 5

ANNOUNCEMENTS

- Lab 5 started in lab this week
- Lab 6 (Week of November 8th)
  - All three are due at the same time, but starting them all the day before they are due is NOT recommended
  - They are due November 28th

- Exam 3 – November 15th (in lecture)

PROGRAMMING WITH SCRATCH

- http://scratch.mit.edu

- You can find resources for Scratch on this site.

- You can download Scratch from this site.
  - It is free
  - Available for Windows and Mac

- If you have your own computer, I would recommend downloading so you can work on Scratch in preparation for Exam 3.

Monday Example – Rock, Paper, Scissors

- Sprite with three costumes
  - Rock
  - Paper
  - Scissors

- Sprite randomly picks its costume
  - Get a random number between 1-3
    - If 1 – switch to rock costume
    - If 2 – switch to paper costume
    - If 3 – switch to scissors costume

Monday Example – Rock, Paper, Scissors

- After each player picks the rock, paper, or scissors, we need to decide which player is the winner and award points.

- There is a button that allows another game to be played (without resetting points).

- Green flag resets the game (mainly points) to start over.

WEDNESDAY EXAMPLE - MEMORY

- Shuffling cards – uses a list to keep track of where each card is on the board.

- Each card uses the information in the list to determine which costume to display when clicked on.

- When two cards have been clicked, the stage determines match and what happens to the cards on the stage.

FRIDAY EXAMPLE - CARDS

- There is an example with a card and shuffler posted.

- Blackjack
  - In order to implement, you need to first figure out what the rules of play are and how play works.
  - We made additions to blackjack in class to improve its functionality to make it closer to a completed game.

EXAMPLES FROM MONDAY, WEDNESDAY, FRIDAY

- Code is posted, but you need to download scratch to view/understand it.

- Scratch is free, I would highly recommend downloading it and installing it on your own machine.