CSE 113 A

March 15 - 19, 2010

Announcements

⇔Lab 3 posted this week

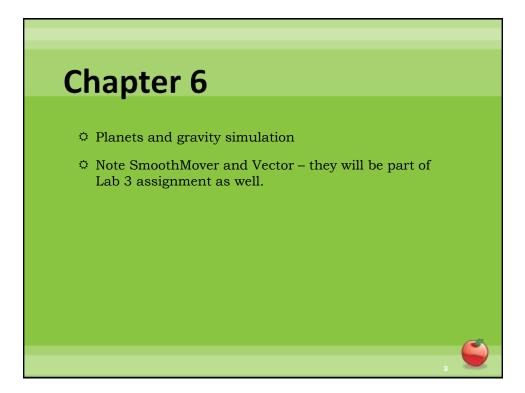
⇔ Friday, March 26th – Review for Exam 3

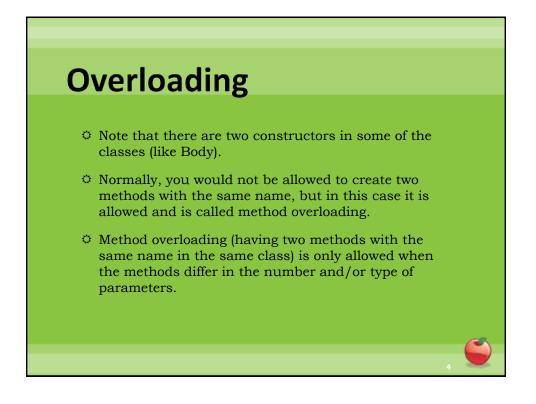
☆ Monday, March 29th – Exam 3

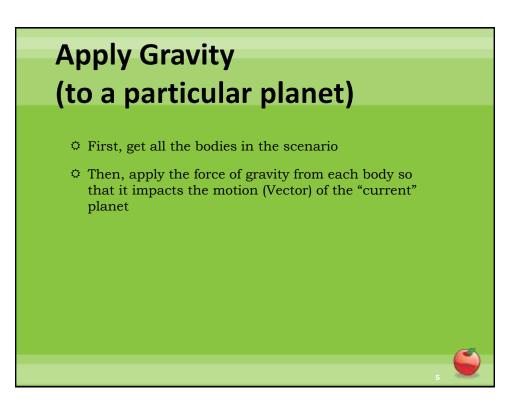
♥Wednesday, March 31st – Go over Exam 3

⇔ Friday, April 2nd – Class cancelled

᠅(Adrienne will be out of town April 1st – 4th)

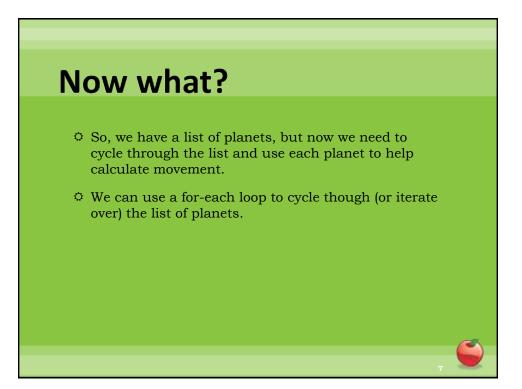


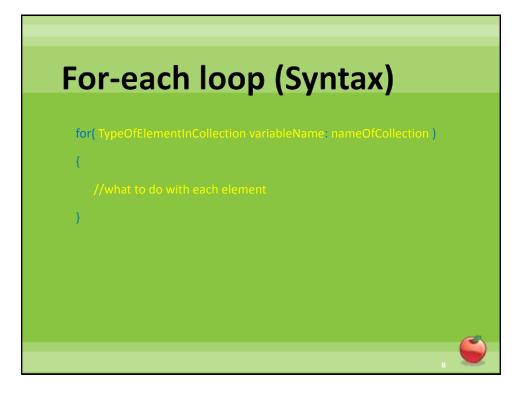






- getWorld().getObjects(Body.class)
 - Returns a list that we need to store
- java.util.List<Body> bodies
 - Creates a variable that holds onto a list of Body objects
- bodies = getWorld().getObjects(Body.class);
 - Assigns the list of bodies to the variable we've just created

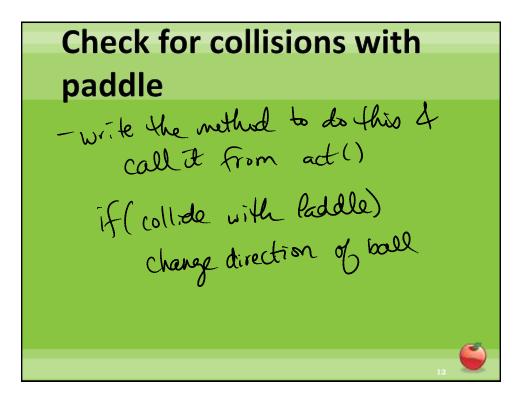


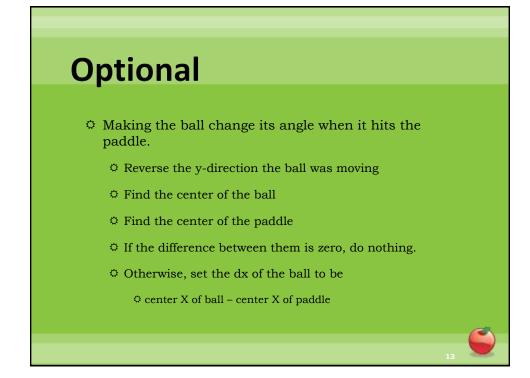




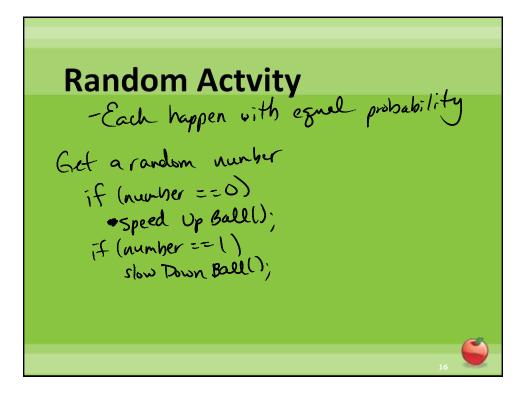
Make the ball move - call to move() is already there - need to create a Vector with a (dx, dy) or (angle, length) Nor / - then set the Vector of the Ball to be that Vector

Check for Edges if (ball hits top) - bounce (reverse direction Vertically) due if (ball hits bottom) -? - bounce - end gance < need this eventually if (ball with (eff) -bounce (veverse direction Horizontally) else if (ball hits right) -bounce (veverse direction Horizontally)





Check for Bricks if (Batt collider with Brick) -remove Brick from World -need to decide if a random activity will happen -random activities happen 30% of the time.



For the other three: -Get a list of all the Bricks in the World -Use for each loop to do something to each Brick



