1 Administrative Topics

- No quiz this Friday.
- Talk at the Goldfarb Center Tuesday, March 16th- 7:00 p.m. - Ostrove Auditorium “Into the Bitstream: How Video Game Culture is Shaping the Way We Learn, Grow and Discover” by Chris Melissinos, Chief Gaming Officer at Sun Microsystems. Extra Credit for going. Write a 1 paragraph response and include it in your wiki write-up for Proj 6. This will earn you 1 point for the project.
- Office hour change on Tues. I will be available 1-4 with the exception of 2-2:30.

2 Project 6

Let's visualize the design of project 6 by drawing hierarchy of functions (i.e. which functions call which functions). (On the board it is left to right. Here it is in outline form). Beginning with the 5 steps of the main function.

1. Create the window
2. Create the graphics objects
   (a) Call golferSceneInit
i. Call skyInit
   A. Call Rectangle to create the background
   B. Call Line (multiple times) to create the lightning bolts

ii. Call golferInit
   A. Call Rectangle to create the body
   B. Call Circle to create the head

3. Draw the graphics objects in the window

   (a) Call golferSceneDraw, passing it the scene and window
      i. Call aggregate.draw for each object in the scene (i.e, this is called multiple times)
         A. Call the draw method on each Rectangle, Circle, etc. (so this is called many times)

4. Animate the graphics objects (this is a for loop, which calls the animate function many times)

   (a) Call golferSceneAnimate (lots of times), passing it the scene
      i. Call skyAnimate
         A. Call the setOutline or setFill methods on the objects in the sky
         ii. Call golferAnimate
             A. Call the move method on the objects in the person

5. Close the window

In the 10:00 class, we draw a fence. This allowed us to answer the question: What about making a set of repeated objects? Clone and move! (see fence.py) We also addressed this a little in the 11:00 class (see gaggle.py)

In the 11:00 class, we answered the question: Now, suppose we require additional information in skyAnimate. How do we get the right information to it? We talked about incrementing a counter (idx), which we then passed to golferSceneAnimate, which we then passed to skyAnimate (see the original code).
More Advice

- Your life will be easier if your objects don’t need to interact much. In other words, your life will be easier if the animation of each object is entirely independent of the animation of all other objects.