Note: thanks to Wanda Dann and Steve Cooper for slide ideas
Announcements

• Review for Exam on Thursday
• Assignment 6 extended to Thursday night
What we will do today

• Lecture on Chap 9, Sec 2
• Classwork
Assignment 6

• What are binary numbers?
• Random variable for each code digit
• What to do at start
  – Generate random code
  – Check to see if game is over
• Test for turnLever
  – Use a ball or circle
  – OR use a boolean variable (true if up, false if down)
• What to do when you click on a switch
  – Turn lever
  – Update and display counter
  – Check to see if game is over
List Search Example

- WacAMole game
- Moles pop up from holes, user tries to whack (click) them
- Game over when 10 moles whacked.
Score – uses “For all in order”
### World.my first method
No parameters

No variables

- While not playerScore is above ground more...

- World.popMole whichMole = random item from World.moles

### World.popMole

No variables

- Do in order
  - whichMole move up 0.8 meters duration = 0.25 seconds more...
  - Wait 0.5 seconds
  - whichMole move down 0.8 meters duration = 0.25 seconds more...
Classwork today – sort animals

Start

Put Tallest two in place …

All in place!