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”

Other Methods

Classwork today – sort animals