

CSC 111:

Intro to Computer Science through Programming

Spring 2017
Prof. Sara Mathieson



Admin

- + **Lab 11** this week on recursion and sorting (last lab, short)
- + **Final project** is due May 3 (Wednesday)
- + TA hours end after this week (start final project early!)
- + Self-scheduled **final exam** (similar style to the midterm)
- + **Office hours today: 3-5pm** in Ford 355 (move to Ford 345)

Outline: 4/24

- + One more class example: Dice Roller
- + Go over Homework 9 if time
- + Wed/Fri: intro to sorting and search

Another class example: Dice

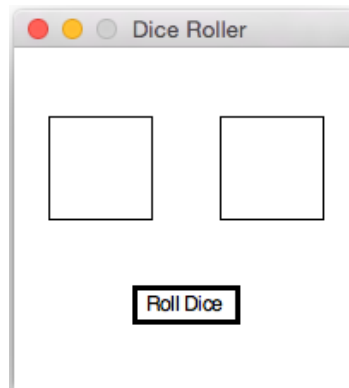
Step 1: **clicked(point)** method

- + First find your partner with the same number
- + Run the started code on the website ([dice_roller.py](#))
- + You should get a picture like this, but when you click on the button or anywhere else, it says “not clicked”
- + Complete the **clicked(point)** method in the **Button** class, which should return **True** if the button is clicked and **False** otherwise
- + *Hint: think about how to use the defined instance variables*



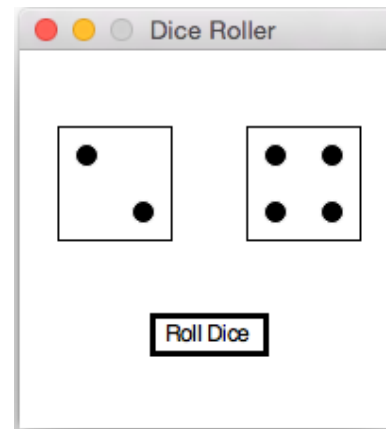
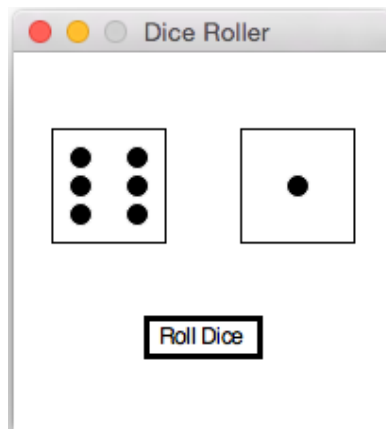
Step 2: **draw(window)** method

- Uncomment the **DieView** class
- Complete the **draw(window)** method, which should draw the square around each die and then draw all the “pips”
- Think about how to define instance variables for the background color and the foreground color
- Initially all the pips will be the background color, so you should get a picture like this:

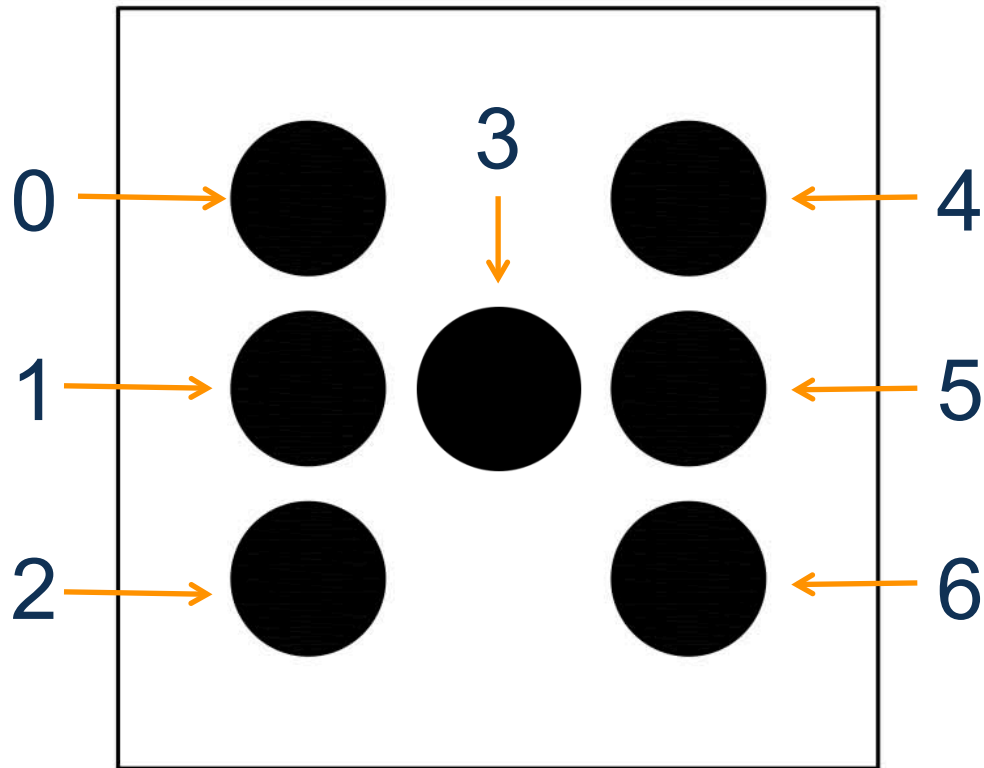


Step 3: `set_value(value)` method

- Complete the `set_value(value)` method so the dice can be changed
- Then uncomment the code in main so that random numbers come up each time
- In the `DieView` constructor, think about how to initialize the die to a random value as well



Order of pips in the code



"Pips" drawn for each value: 1-6

