CSC 111: Intro to Computer Science through Programming

Spring 2017
Prof. Sara Mathieson
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