

Chapter 6 Worksheet 1

Read sections 6.1, 6.2, 6.3.

Section 6.3 (common mistakes) is very important.

1. The word "model" is a vocabulary word for an animation. What is a model?
2. If a part of the animation changes, it needs to be _____.
3. If a part of the animation does not change, it should be created in the _____.
4. A function that changes the model regularly as time passes:
5. When the model is an image, the signature for the
 - a. Draw handler
 - b. Tick handler
 - c. Key handler
 - d. Mouse handler

Animation Quick Reference

(big-bang STARTING-MODEL (on-draw ...) ...)

Event	Name	Contract	Optional Extras
----	on-draw	model $\rightarrow$ image	width height
time	on-tick	model $\rightarrow$ model	delay-secs maximum
key	on-key	model key $\rightarrow$ model	
mouse	on-mouse	model x y mouse-event $\rightarrow$ model	

Model is either the part of the image that moves or the information you remember from step to step.