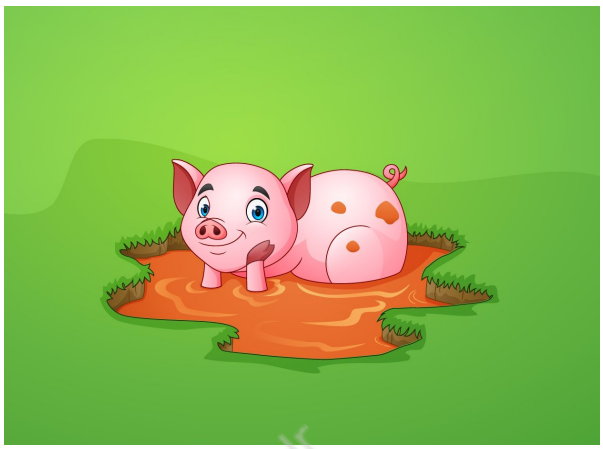
VANISHING PIGS



What is our GOAL for this MODULE?

We used our knowledge to remove a pig object when hit and add a vanishing effect to it.

What did we ACHIEVE in the class TODAY?

- Removed the pig object from the world when the pig is hit.
- Added a vanishing effect to the pig.
- Used keyboard events to attach the bird back to the sling.

Which CONCEPTS/ CODING BLOCKS did we cover today?

- Remove property.
- Speed property.
- keyPressed() function.

How did we DO the activities?

1. Use console.log function and speed property from matter.js to get the speed of the pig.

```
JS Pig.js > ...
1   class Pig extends BaseClass {
2     constructor(x, y){
3       super(x,y,50,50);
4       this.image = loadImage("sprites/enemy.png");
5     }
6   display()
7   {
8     console.log(this.body.speed);
9     super.display();
10  }
11  };
```

2. Fix the threshold value; use if condition to check the speed extending the threshold value.

```
1   class Pig extends BaseClass {
2     constructor(x, y){
3       super(x,y,50,50);
4       this.image = loadImage("sprites/enemy.png");
5     }
6   display()
7   {
8     console.log(this.body.speed);
9     if((this.body.speed)<3)
10    {
11    super.display();
12
13  }else
14  {//do nothing
15   }
16  }};
```

3. Give the condition from matter.js to remove the pig when the condition satisfies.

```
JS Pig.js > ...
1  class Pig extends BaseClass {
2    constructor(x, y){
3      super(x,y,50,50);
4      this.image = loadImage("sprites/enemy.png");
5    }
6  display()
7  {
8    console.log(this.body.speed);
9    if((this.body.speed)<3)
10   {
11   super.display();
12
13 }else
14 {World.remove(world,this.body)}
15 }};
```

4. Use the ASCII value of ‘space’ key to instruct the computer to attach the bird back to the slingshot when the key is pressed.

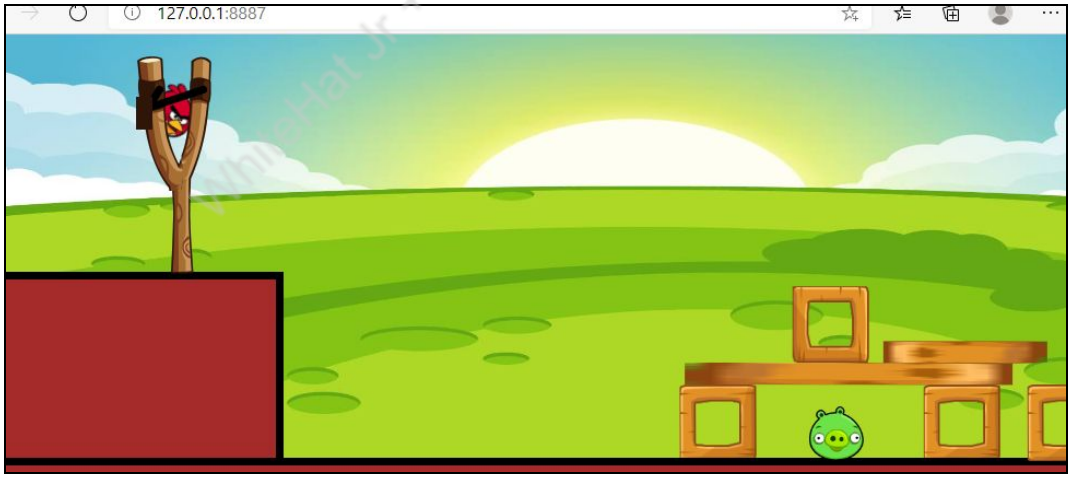
5. Write the condition to attach the bird back to the slingshot.

```
        pointB: pointB,
        stiffness: 0.04,
        length: 10
    }
    this.sling1 = loadImage('sprites/sling1.png');
    this.sling2 = loadImage('sprites/sling2.png');
    this.sling3 = loadImage('sprites/sling3.png');
    this.pointB = pointB
    this.sling = Constraint.create(options);
    World.add(world, this.sling);
}
attach(body){
    this.sling.bodyA = body;
}

fly(){
    this.sling.bodyA = null;
}

display(){
    image(this.sling1,200,20);
    image(this.sling2,170,20);
    if(this.sling.bodyA){
        var pointA = this.sling.bodyA.position;
        var pointB = this.pointB;
        push();

        stroke(48,22,8);
        if(pointA.x < 220) {
            strokeWeight(7);
            line(pointA.x - 20, pointA.y, pointB.x -10, pointB.y);
            line(pointA.x - 20, pointA.y, pointB.x + 30, pointB.y - 3);
            image(this.sling3,pointA.x -30, pointA.y -10,15,30);
```



What's NEXT?

In the next class, you will be learning about arrays and bird trajectory.

EXTEND YOUR KNOWLEDGE:

1. Learn more about the keyboard events from the following link: Keyboard event.