

## 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.

```
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     {//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.

```
AngryBirdsStage5 ▶ JS sketch.js ▶ keyPressed
66   log3.display();
67
68   box5.display();
69   log4.display();
70   log5.display();
71
72   bird.display();
73   platform.display();
74   //log6.display();
75   slingshot.display();
76 }
77
78 function mouseDragged(){
79   Matter.Body.setPosition(bird.body, {x: mouseX , y: mouseY});
80 }
81
82
83 function mouseReleased(){
84   slingshot.fly();
85 }
86
87 function keyPressed(){
88   if(keyCode === 32){
89     //write code here
90   }
91 }
```

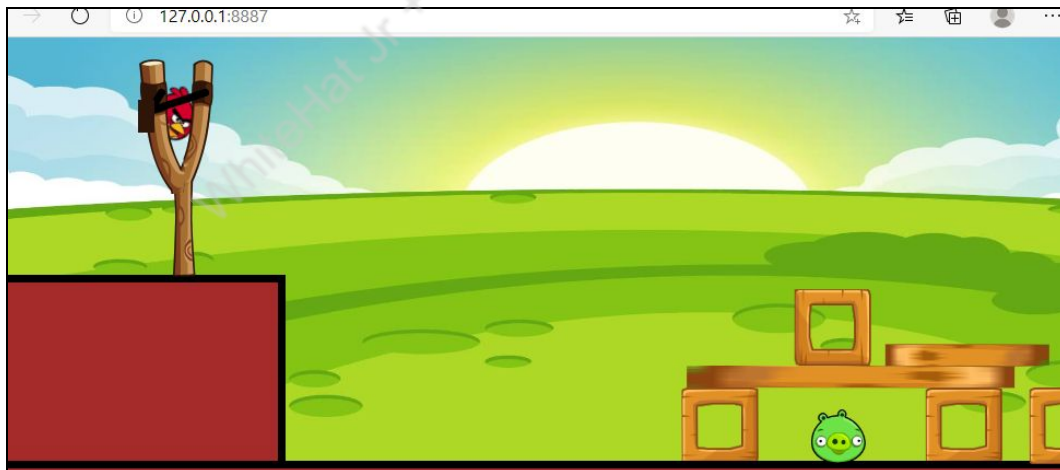
5. Write the condition to attach the bird back to the slingshot.

```
AngryBirdsStage5 ▶ JS sketch.js ▶ keyPressed
66   log3.display();
67
68   box5.display();
69   log4.display();
70   log5.display();
71
72   bird.display();
73   platform.display();
74   //log6.display();
75   slingshot.display();
76 }
77
78 function mouseDragged(){
79   Matter.Body.setPosition(bird.body, {x: mouseX , y: mouseY});
80 }
81
82
83 function mouseReleased(){
84   slingshot.fly();
85 }
86
87 function keyPressed(){
88   if(keyCode === 32){
89     slingshot.attach(bird.body);
90   }
91 }
```

```

JS Bird.js JS Slingshot.js JS sketch.js JS Pig.js
AngryBirdsStage5 JS Slingshot.js SlingShot
5   pointB: pointB,
6   stiffness: 0.04,
7   length: 10
8   }
9   this.sling1 = loadImage('sprites/sling1.png');
10  this.sling2 = loadImage('sprites/sling2.png');
11  this.sling3 = loadImage('sprites/sling3.png');
12  this.pointB = pointB;
13  this.sling = Constraint.create(options);
14  World.add(world, this.sling);
15  }
16  attach(body){
17    this.sling.bodyA = body;
18  }
19
20  fly(){
21    this.sling.bodyA = null;
22  }
23
24  display(){
25    image(this.sling1,200,20);
26    image(this.sling2,170,20);
27    if(this.sling.bodyA){
28      var pointA = this.sling.bodyA.position;
29      var pointB = this.pointB;
30      push();
31
32      stroke(48,22,8);
33      if(pointA.x < 220) {
34        strokeWeight(7);
35        line(pointA.x - 20, pointA.y, pointB.x -10, pointB.y);
36        line(pointA.x - 20, pointA.y, pointB.x + 30, pointB.y - 3);
37        image(this.sling3,pointA.x -30, pointA.y -10,15,30);
38      }
39    }
40  }

```



### 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](#).