Chapter 3 self assessment

* 1. Keyboard – I learned how to connect keyboard keys to the program and how to use them. Code: if (keys.IsKeyDown(Keys.R)) redIntensity++;
  2. I learned how to create vibrations using a controller. code: GamePad.SetVibration(PlayerIndex.One, 0, 1);
  3. I leanred how to connect a controller to the program and map the buttons to do the things you want/need them to do. Code:

GamePadState pad1 = GamePad.GetState(PlayerIndex.One);

GamePadState pad2 = GamePad.GetState(PlayerIndex.Two);

if (pad1.Buttons.A == ButtonState.Pressed) { GamePad.SetVibration(PlayerIndex.Two, 0, 1); }

* 1. I knew how to change the color intensity. Code: redIntensity++;
  2. I knew how to increase color intensity. Code: redIntensity > 220 || greenIntensity > 220 || blueIntensity > 220
  3. I know how to declare the keyboard state. Code: KeyboardState keys = Keyboard.GetState();

1. One question I had was that I didn’t know what zune buttons were and even after reading the textbook I still did not understand them.
2. I answered 9 correctly out of a total of 11 chapter review questions
3. If I were to be assessed on this assignments concepts I would get 100%