Level 6 Questions:

1.Describe level detection of a button press and explain a game scenario in which it would be used. (2 pts.)

Level detection is when the button is held down or pressed for a very long time. The computer reads that as more than one press doing whatever is in the code more than just once. You can use this to make a player constantly run when pressed, instead of the player taking only one big step.

2. Describe edge detection of a button press and explain a game scenario in which it would be used. (2 pts.)

Edge detection is when the button on a controller is pressed it only reads it as 1 button press unlike level detection where it constantly does whatever is in the code. You can use the swing a sword in a game. So when the button is pressed it swings the sword only once and not more.

3. Fill in the blank. The mechanism that allows a compiler to ignore parts of a program is called \_\_\_\_\_\_conditional compilation\_\_. (1 pt.)

4. What is the C# directive used to define a symbol to tell the compiler what statements to pass on to the compiler? (1 pt.)

You must put “#” in front of the code.

5. Fill in the blank. The part of the compiler that reads in the C# file and removes all comments, discards blank lines and empty space, and passes on clean statements to the rest of the compiler is called the \_\_\_\_\_\_\_\_\_\_\_\_\_ preprocessor\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_. (1 pt.)

6. Complete the lines of code below to check whether the Space key has been clicked three times. (3 pts., 1 pt. each)

int clicked = 0;

bool clickedThree = false;

protected override void Update(GameTime gameTime)

{

kb = Keyboard.GetState();

if (\_\_kb.isKeyDown(Keys.Space)\_\_\_ && \_\_\_\_\_olskb.isKeyUp(Keys.Space)\_\_\_\_\_\_\_\_)

{

clicked++;

if (\_clicked == 3.\_)

clickedThreeTimes = true;

}

oldkb = kb;

base.Update(gameTime);

}