Poke Version 3 Reflection Activity

Q1 What are the different kinds of events that are handled in Poke Version 3?

QUIT and MOUSEBUTTONUP

Q2 Refer to pygame documentation and list at least four different kinds of events that are not handled in Poke Version 3:

KEYUP, MOUSEBUTTONDOWN, KEYDOWN, JOYBUTTONUP

Q3 For EACH of the following Python statements, write the type of object the underlined and bolded identifier is bound to:

Identifiers	Type of Object
events = pygame.event.get()	list
events = pygame.**event**.get()	module
if **event.type** == pygame.QUIT:	int
for **event** in events: ...	pygame.Event

Q4 Which one of the following methods (Choice 1 or Choice 2) would you choose to handle the events in the game? Explain your answer,

Choice 1

```
def handle_event(self):
    events = pygame.event.get()
    for event in events:
        if event.type == QUIT:
             self.close_clicked = True
        elif event.type == MOUSEBUTTONUP
             self.handle_mouse_up(event)
```

Choice 2

```
def handle_event(self):
    events = pygame.event.get()
    for event in events:
        if event.type == QUIT:
             self.close_clicked = True
        elif event.type == MOUSEBUTTONUP and self.continue_game:
             self.handle_mouse_up(event)
```

because we don't want the dots to be randomly placed again if the game is over

Q5 Which one of the following methods (Choice 1 or Choice 2) would you choose to create and randomize dots such that they are not touching or intersecting each other at the start of the game.

Choice 1

```
def create_dots(self):
     # create and randomize the dots at the start of the game such that
     # the dots are not touching each other at the start of the game
     # - self is the Dot
     self.small_dot = Dot('red', 30, [50, 50], [1, 2], self.surface)
     self.big_dot = Dot('blue', 40, [200, 100], [2, 1], self.surface)
     # Randomize the dots
     self.small_dot.randomize()
     self.big_dot.randomize()
     while self.small_dot.intersects(self.big_dot):
        self.small_dot.randomize()
        self.big_dot.randomize()
```

need to randomize before the while loop, otherwise the dots will always start at the initial set x,y coordinates

Choice 2

```
def create_dots(self):
     # create and randomize the dots at the start of the game such that
     # the dots are not touching each other at the start of the game
     # - self is the Dot
     self.small_dot = Dot('red', 30, [50, 50], [1, 2], self.surface)
     self.big_dot = Dot('blue', 40, [200, 100], [2, 1], self.surface)
     while self.small_dot.intersects(self.big_dot):
        self.small_dot.randomize()
        self.big_dot.randomize()
```