

COSC2100

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ICE 3 Report

Here is a screenshot of my running Windows Forms App as soon as it launches:



Here is a screenshot of my running game recording the squish of the bug:



Question 1: What are events?

Answer: Events are a class that enables classes (publishers) to send messages (or 'raise') to other classes who are subscribers to the event, who then 'handle' the event in response with a method.

Question 2: What are event handlers?

Answer: Event handlers are methods that have signatures that match the event's and implement code to respond/react to the event

Question 3: What are event subscribers?

Answer: Event subscribers are an interface for other classes to 'listen' for event messages.

Question 4: Write 5 examples of events

Answer:

1. OnMouseClicked
2. OnMouseDown
3. OnKeyDown
4. OnMouseOver
5. EventTick