TANK-ACTION FUNCTION (MAIN BODY)

Game s
KeyEvent ke

ke

1. Left arrow key is pressed → Tank moves left

2. Right arrow key is pressed → Tank moves right

change-tank-direction

3. Spacebar is pressed → add-missile

5. ELSE

4. Enter key is pressed → Create new Game

Game s
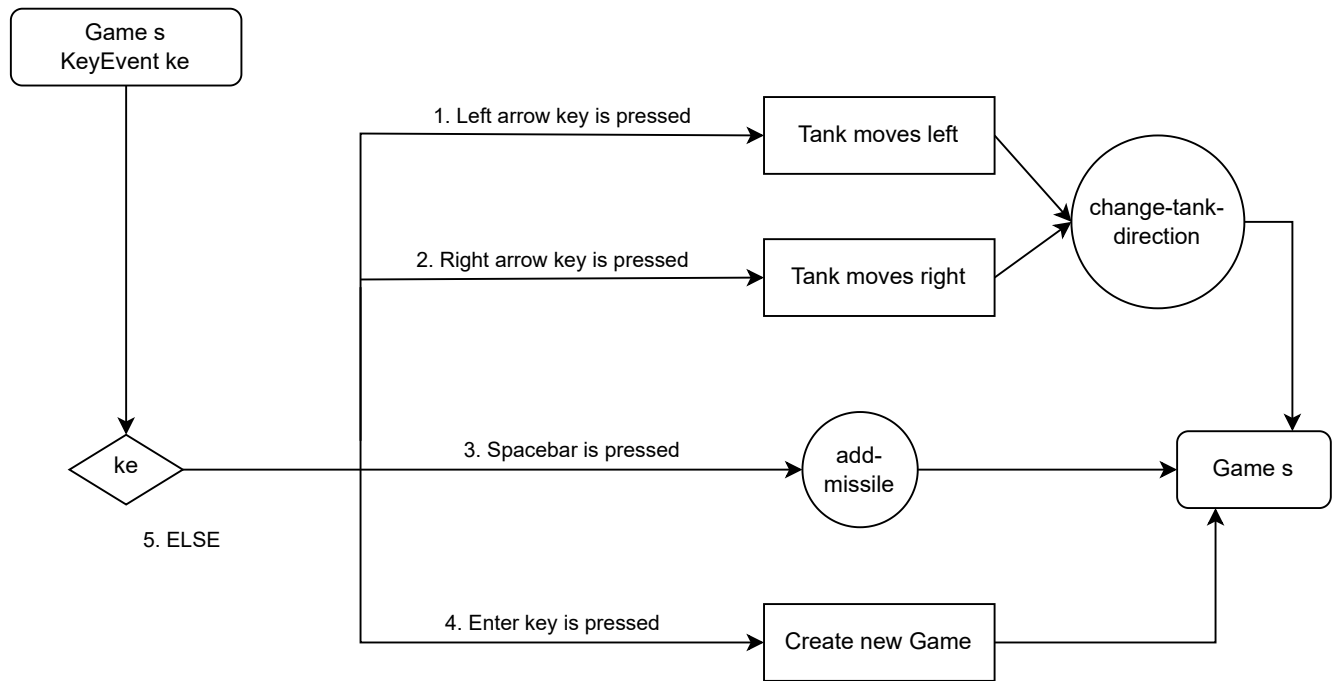
CHANGE-TANK-DIRECTION FUNCTION (Tank Integer -> Tank)

Tank t
Integer dir-input

dir-input

1. equal to 1 → tank-dir > 0 → TRUE → No change to tank-dir

FALSE

2. equal to -1 → tank-dir < 0 → TRUE → Reverse tank-dir 0

FALSE

3. equal to 0 → Make tank-dir 0

t
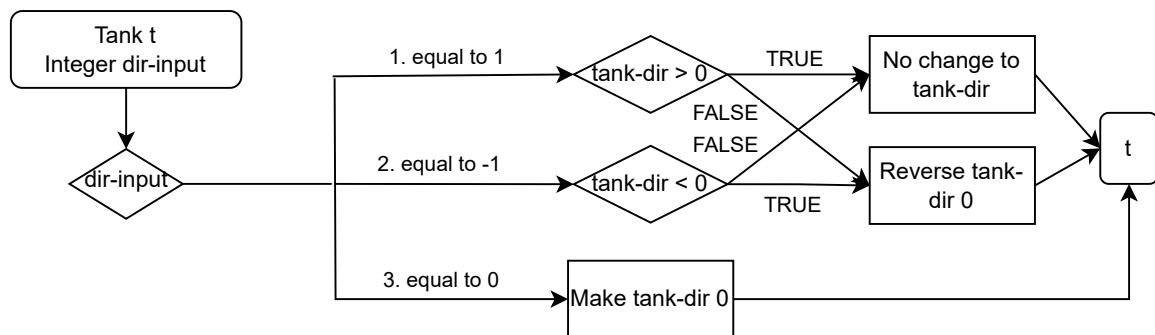
ADD-MISSILE FUNCTION (ListOfMissiles Tank -> ListOfMissiles)

ListofMissiles lom
Tank t

t
(rest lom)

Add first element to list

empty? lot

TRUE → Create new missile with tank-x position → empty

FALSE

Recursion of this function will cause nested functions to return first element. The very last nested function will return the new missile.