

M256 Computer Programming

Scrolling Background In-Class Exercise

Setup: From the O: drive, copy the entire folder “*Scrolling Background*” into your Canvas folder. This folder includes the file *ScrollingBackground.html* which you will edit, as well as various image files that you will use.

Task #1: Instantiate background image that can be scrolled on loop

- First, read through the code to familiarize yourself with `infiniteScrollingBackgroundClass`.
- Instantiate a new instance of it (use *background.png*), giving it an appropriate name.
- In the `gameDraw()` method, add code to have this background object draw itself. Verify that you can see this background image when you open the page.
- In the `gameUpdate()` method, add code to scroll the background using left and right arrow keys. Verify that the page scrolls appropriately.

Task #2: Instantiate background image without looping

We will do this together as a class.

Task #3: Display a jet on the screen

Create a new class, `jetClass`, for displaying the main character:

```
class jetClass{
    // Constructor: Assign values for the following attributes:
    //           x, y, width, height, img, and direction (can be "left" or "right")
    constructor(){
        // ADD YOUR CODE HERE
    }

    // Draw the jet.
    draw(){
        // ADD YOUR CODE HERE
    }
}
```

Instantiate a jet object, then add code in the `gameDraw()` method to draw the jet on the screen. Also add code in the `gameDraw()` method so that when you press left or right, you change the jet object's direction attribute.