

V Bugs Worksheet 7

Name: _____

Year Level: _____

Answers to Part 1

Exercise 1: Creating fields and a property

1. In you Bug class, create AliveSprite, DeadSprite and Alive fields and a property for Alive field.

Answer:

```
Public Class Bug
```

```
End Class
```

1. Ceate a costructor for your Bug class.

[illegible]

...

End Class

1. Create Draw() and Update() methods inside the Bug class.

Public Class Bug

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

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Exercise 4: Creating an object

1. Create myBug object and make it to draw and to update itself (do not forget to add Randomize() method). Debug to see the result.

Answer:

...

```
LoadResources()  
Input.ShowMouse(False)
```

...

```
'Clears the Screen to White (customized color)  
SwinGame.Graphics.ClearScreen(Color.White)
```

```
DrawMouse()
```

...

Answers to Part 2

Exercise 1: Creating CheckCollisions() method

1. Create CheckCollisions() method inside the Bug Class. Debug to see the result.

Answer:

```
Public Class Bug
...
Public Sub Update()
    If IsAlive Then
```

...

End Sub

...

End Class

Answers to Part 3*Exercise 1: Creating CheckIfClicked() method*

1. Create CheckIfClicked() method inside the Bug class. Debug to see the result.

Answer:

```
Public Class Bug  
  
...  
  
Public Sub Update()  
    If IsAlive Then
```

```
...
```

```
End Sub
```

```
...
```

```
End Class
```