

Name: _____

Year Level: _____

Exercise 1: Creating ControlMusic() Sub Procedure

- Answer:

[illegible]

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Answers to Part 2*Exercise 1: Making additional changes*

Make the following changes in your program and write your solutions to the worksheet:

1. Create a new Sub Procedure called ChangeVolume() which will add and lower the volume of the music. Put this sub before the Main() method and call it inside the Game Loop. Write the code that enables you to do this in the area below:

Answer:

...

```
Module GameLogic
```

```
Public Sub ChangeVolume()
```

```
End Sub
```

```
Public Sub Main()
```

```
...
```

```
'Game Loop
```

```
Do
```

```
'Refreshes the Screen and Processes Input Events
```

```
...
```

2. Create a new Sub Procedure called DrawMouse() which will draw a target instead of the default mouse pointer. Call this sub inside the Game Loop. Write the code that enables you to do this in the area below:

Answer:

...

```
Module GameLogic
```

```
Public Sub DrawMouse()
```

```
End Sub
```

```
Public Sub Main()
```

```
...
```

```
'Game Loop
```

```
Do
```

```
'Refreshes the Screen and Processes Input Events
```

```
...
```