VBugs Chapter 6 Worksheet

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| **Name:** |
| **Year Level: SOLUTIONS** |

Question 1: Define the terms: Method; Sub Procedure; Function; Parameter.

Method:

Sub Procedure:

Function:

Parameter:

Question 2

1. Which of the following Subs (Figure 3 or Figure 4) would execute first? Explain your answer

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| Public Sub Main()  'calls the sub that prints “Hello World!”  HelloWorld()  'declaring variables to use  Dim a, b As Integer  a = 5  b = 2  'using a funcion and passing variables into it  a = CalculateAvarage(a, b)  text.Drawtext(c)  End Sub |

Figure 3

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| Public Sub CalculateAvarage()  'local variables a and b  Dim a, b As Integer  a = 5  b = 2  c = a/b  'statements to execute  ...  End Sub |

Figure 4

1. Could you access the variable “c” from the Main() procedure to draw it to the screen? Explain your answer.

**Part 1**

*Exercise 1: Creating ControlMusic() Sub Procedure*

1. Create ControlMusic() Sub, which will stop and start the music during the game. Call this method inside the Game Loop. Write the code that enables it in the area below:

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| Answer:  Module GameLogic                      Public Sub Main()  ...    'Game Loop  Do  ControlMusic()  'Refreshes the Screen and Processes Input Events  … |

**Part 2**

*Exercise 1: Making additional changes*

cha 2 - worksheet.pngMake the following changes in your program and write your solutions to the worksheet:

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

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| --- |
| Answer:  …  Module GameLogic                      Public Sub Main()  ...    'Game Loop  Do      'Refreshes the Screen and Processes Input Events  … |

1. Create a new Sub Procedure called DrawMouse() which draws the target instead of the default mouse pointer(cut the code from Main sub). Call this sub inside the Game Loop somewhere after the clear screen.
2. Write the code that enables you to do this in the area below:

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| --- |
| Answer:  …  Module GameLogic                Public Sub Main()  ...    'Game Loop  Do  SwinGame.Graphics.ClearScreen(Color.White)      'Refreshes the Screen and Processes Input Events  … |

Question 1: Why is it that mousePoint has be declared in both sub procedures Main() and DrawMouse()? Explain your answer.