VBugs Chapter 7 Worksheet

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

**Part 1**

Question 1: Define the terms: object; class; constructor.

Object:

Class:

Constructor:

Question 2: Define the term: property.

Property:

*Exercise 1: Creating fields and a property*

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

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| Answer:  Public Class Bug                                End Class |

*Exercse 2: Creating a constructor*

1. Ceate a costructor for your Bug class.

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| Answer:  Public Class Bug  …                          End Class |

*Exercise 3: Creating Draw() and Update() methods*

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

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| Answer:  Public Class Bug  …                          End Class |

*Exercise 4: Creating an object*

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

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| Answer:  …  LoadResources()          …  'Clears the Screen to White (customized color)  SwinGame.Graphics.ClearScreen(Color.White)        DrawMouse()  … |

**Part 2**

*Exercise 1: Creating CheckCollisions() method*

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

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| Answer:  Public Class Bug  …                            Public Sub Update()  If IsAlive Then    …  End Sub  End Class |

**Part 3**

*Exercise 1: Creating CheckIfClicked() method*

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

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| Answer:  Public Class Bug                                …  Public Sub Update()  If IsAlive Then    End Sub  End Class |