Jason: Hi Kate, Abbey! What are you up to?

Abbey: We are trying to simplify our game ☺

Jason: Cool! I was wondering, is there any way to separate Bugs functionality?

Kate: Yes! We can have a bug as an object.

Abbey: What is an object?

Kate: An object is a thing in our program that we can interact with. Each object will know certain things, and be able to do things…

Jason: Hmm… So, if we want to have all the functionality that relates to our bugs in one place we need to create Bug objects?

Kate: Exactly! To do this we create a Bug class, its like a template from which our bugs will be created.

Abbey: Ok… so to create an object all we need to do is Dim myBug as Bug, right?

Kate: Nearly! You actually need to create the objects using new… So, we need to type myBug = new Bug. This creates a new bug that we can interact with using the myBug variable.

Jason: So what goes into the Bug class?

Kate: The bug class will have fields to store data, and methods to create its behavior. We will also need a constructor, which sets up the data within the object when it is created.

Jason: So, we can have basic functionality for our bug, like draw and update inside the constructor?

Kate: No, we need to have two more subs which will do that for us.

Abbey: Hmm… I’m not sure that I understood it completely… Let’s try it out to see how it does work…

*Tutorial Part 1….(Constructor, Draw, Update)*

Jason: Fuf… That was interesting… But our bug goes off the edge…

Kate: It’s easy to fix. We just need to create a new sub inside the Bug class which will be responsible for checking whether our bug does not goes off the screen ☺

Abbey: Something called like CheckCollisions() sub?

Kate: Great idea!

Jason: Can’t wait to try it….

*Tutorial Part 2…(CheckCollisions() procedure)*

Jason: Cool! It’s even easier with the class!

Abbey: But we can’t click on our Bug... What should we do in order to play animation when the Bug was clicked?

Kate: We just need to have a new Sub which will check whether the Bug was clicked and play the animation and sound effect. How about a CheckIfClicked() sub?

Jason: Will it be the same as in was in the Game Loop we did before?

Kate: Yes, but with slightest variation.

Abbey: I think we should do less talking and more working ...

*Tutorial Part 3 ( CheckIfClicked() procedure)*