# NM2207

**Session 09   
angryBird: Self-exploration**

**Test your understanding of angryBird and wave motions by experimenting with its code.**

**If you are planning to use moving objects in your final project, please do try this out.**

**Before you start, make a backup of the main.js so that you can always fix any errors.**

|  |  |
| --- | --- |
| **Question** | **Answer** |
| How can you get lineSine and lineCos to align with the center and not the top left of the bird image? | *Edit its x and y properties to be x+ something and y+ something* |
| What would happen if the x coordinate was assigned using a sine function and the y coordinate was assigned using a cos function |  |
| How can I make sure that the diagonal bird never goes out of the page and “bounces” instead? |  |
| How can I make it so that the purple wavy line is continuous or “bounces” instead of restarting at x=0 at the end of the paper? |  |
| How can I make sure that the purple wavy bird “bounces” off the “ground” rather than travels in waves? |  |
| What happens if I increase the frameLength? |  |
| How does the value of sa change in any of the wave drawing functions, with each click? |  |
| What happens if I change Math.sin(a) to Math.sin(0.5\*a) in any function? How does the number inside this bracket control speed? |  |