**Pseudocode HW02**

**InputHandler with lambda expressions:**

public static void main(String[] args) {

RoadRunner runner = new RoadRunner ();

InputHandler inputHandler = new InputHandler(runner);

while true do

inputHandler.handleInput();

if isNotRunning(runner) then

break; // stops the game

end if

end while

}

public class InputHandler {

private Command forwardKey;

private Command backKey;

private Command jumpKey;

public RoadRunner runner;

public InputHandler(RoadRunner runner,Command forward,Command back,Command space) {

this.runner=runner;

this.forwardKey=forward;

this.backKey=back;

this.jumpKey=space;

}

public InputHandler(RoadRunner runner) {

this(runner,(RoadRunner r)->r.move(”forward”), (RoadRunner r)->r.move(”back”), (RoadRunner r)->r.fireBullet());

}

public void setforwardKey(Command forward){

this.forwardKey=forward;

}

public void setbackKey(Command back){

this.backKey=back;

}

public void setjumpKey(Command space){

this.jumpKey=space;

}

public void handleInput(){

if isPressed(Key.forward) then

this.forwardKey.execute(this.runner);

else

if isPressed(Key.back) then

this.backKey.execute(this.runner);

else

if isPressed(Key.space) then

this.jumpKey.execute(this.runner);

end if

end if

end if

}

}