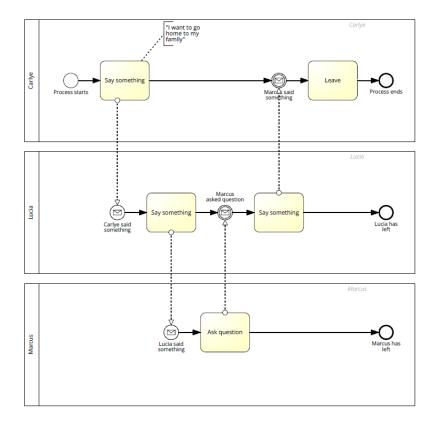
# Snap! Events, Concurrency, and Graphical Effects

COR100 Snap! Programming Fall 2022



### **Events**

- A central concept to humans running the world is "process"
- What's a process? What are its elements?
  - 1. agent or actor or role or pool or swimlane
  - 2. start event
  - 3. tasks or intermediate events
  - 4. decision points or gateways or logical operators
  - 5. flow (sequence of events or tasks)
  - 6. end event
- Example: BPMN diagrams with the Signavio Process Manager



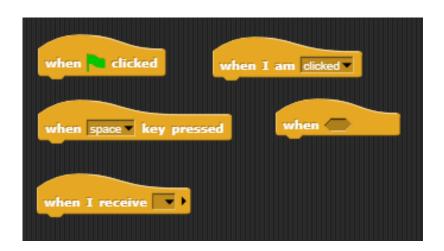
- Events in data science:
  - 1. every digital device produces event logs
  - 2. event logs can be mined (process mining)
  - 3. event data mining can lead to pattern detection (EDA)
  - 4. event data can be labeled to build predictive models (ML)

### Birth of the modern novel



- For most of human history, stories where just like "one thing happens, and then another" a sequence of events between a starting and an ending point. Not overly riveting!
- This changed when Jane Auston wrote her novels ("Pride and Prejudice", "Emma", "Sense and Sensibility" etc.) these were the first novels with "decision points" in the name of love. Much more fun!

# **Snap!** events



#### Example:



## **Reset scripts**

- Events represent a state. Changing events changes the state of a system.
- Every sprite has a set of properties or attributes, which determine its state.
  - 1. Screen position (default ???)
  - 2. Orientation angle (default 90 degrees to North)
  - 3. Color (default 0 for first sprite)
  - 4. Size (default is 100%)
  - 5. Visibility (default is visible)
  - 6. Costume # (default is ???)
  - 7. Graphic effects (default is ???)

## **Practice: reset script**

- 1. Create a project "reset"
- 2. Create a script for a sprite:

```
when clicked

glide 1 secs to x: 200 y: -100

repeat 100

change color effect by 5

turn 5 degrees

change size by 1
```

- 3. Run the script. The turtle disappears. It's "expensive" to return the sprite to its original state.
- 4. Create a reset script:

```
when r key pressed

go to x: -100 y: 0

point in direction 90 clear graphic effects

set size to 100 %

show
```

# **Concurrency**

- This is also called parallelism
- Important current concept for system design and operations
- In OS, (true) parallelism is an illusion if you only have 1 core even with multiple cores, the main job of the OS is to manage processes so fast and so efficiently that the user experiences concurrency
- In database design, concurrency is important (multi-user operation) though the most common database system (SQLite) lacks concurrency
- The following script doesn't quite work. Can you see where the problem lies? Try it in Snap!

```
forever
move 10 steps
if on edge, bounce
say Hello! for 2 secs
```

The script is held up by the conditional step in the middle.

• Split the script up into two concurrent scripts like this:

```
when clicked
forever
say Helo! for 2 secs
wait 3 secs
```

```
when clicked

point in direction 90 v

forever

move 10 steps

if on edge, bounce
```

# **Practice concurrency**

- 1. Create a new project "concurrency"
- 2. Create three scripts for one sprite

```
when space key pressed forever turn ( 5 degrees
```

```
when space v key pressed

forever

repeat 10

change size by 10

repeat 10

change size by -10
```

```
when space key pressed forever change color effect by 5
```

3. Press the SPACE bar to start the three concurrent actions.

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