**Poke Version 3 Reflection Activity**

**Q1 The code for the randomize\_dot method in the Dot class is given. Identify the problem that may occur when we use the given code to randomize the dot. Assuming the Dot class has a radius attribute, rewrite the given code to fix the problem.**

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| **Given Code** |
| class Dot:  ...  def randomize(self):  size = self.surface.get\_size()  for coord in range(0, 2):  self.center[coord] = random.randint(0, size[coord]) |
| **Identify the problem** |
| the dot could appear up to halfway outside the screen, because it doesn’t take into account the radius of the dot |
| **Fix the problem - rewrite the given code** |
| class Dot:  ...  def randomize(self):  size = self.surface.get\_size()  for coord in range(0, 2):  self.center[coord] = random.randint(self.radius, size[coord]-self.radius) |

**Q2 What are the different kinds of events that are handled in Poke Version 3?**

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| event == QUIT, event == MOUSEBUTTONUP |

**Q3 Refer to pygame documentation and list at least four different kinds of events that are not handled in Poke Version 3:**

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**Q4 For EACH of the following Python statements, write the type of object the underlined and bolded identifier is bound to:**

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| **Identifiers** | **Type of Object** |
| **event** = pygame.event.poll() | pygame.event.Event |
| event = pygame.**event**.poll() | module |
| if **event.type** == QUIT: | int |
| self.handle\_mouse\_up(**event**) | int |

**Q5 Which one of the following methods (Choice 1 or Choice 2) would you choose to handle the events in the game? Explain your answer,**

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| **Choice 1** |
| def handle\_event(self):  event = pygame.event.poll()  if event.type == QUIT:  self.close\_clicked = True  elif event.type == MOUSEBUTTONUP  self.handle\_mouse\_up(event) |
| **Choice 2** |
| def handle\_event(self):  event = pygame.event.poll()  if event.type == QUIT:  self.close\_clicked = True  elif event.type == MOUSEBUTTONUP and self.continue\_game:  self.handle\_mouse\_up(event) |
| Note that handle\_mouse-up may or may not have an event parameter since it is not needed.  choice 2, because otherwise, you could continue to randomize the positions of the dots after the game was over, (self.continue\_game==False) |