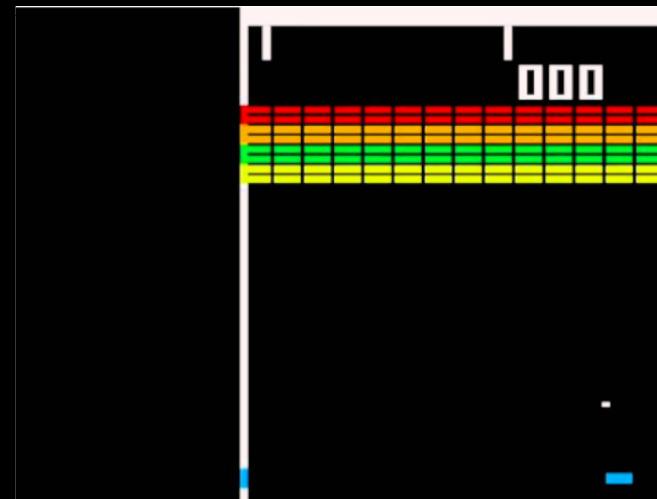


Breakout

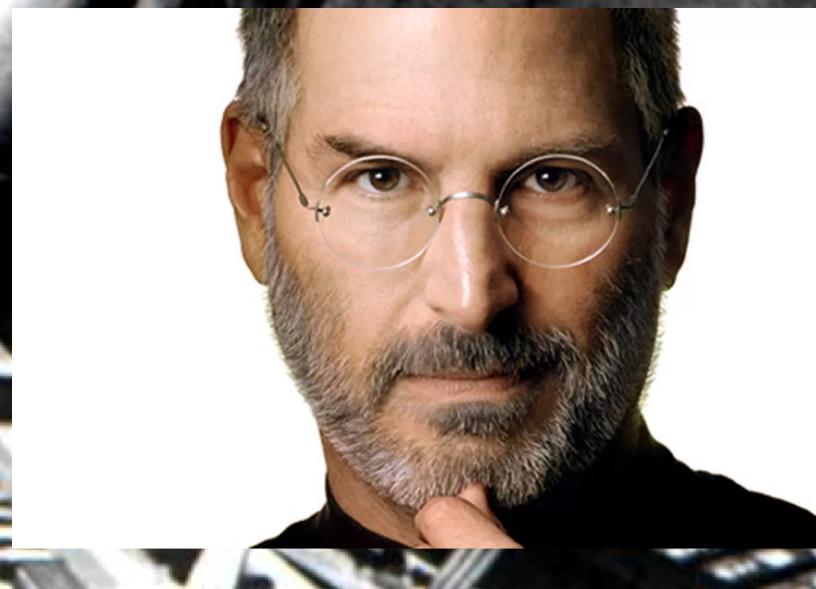
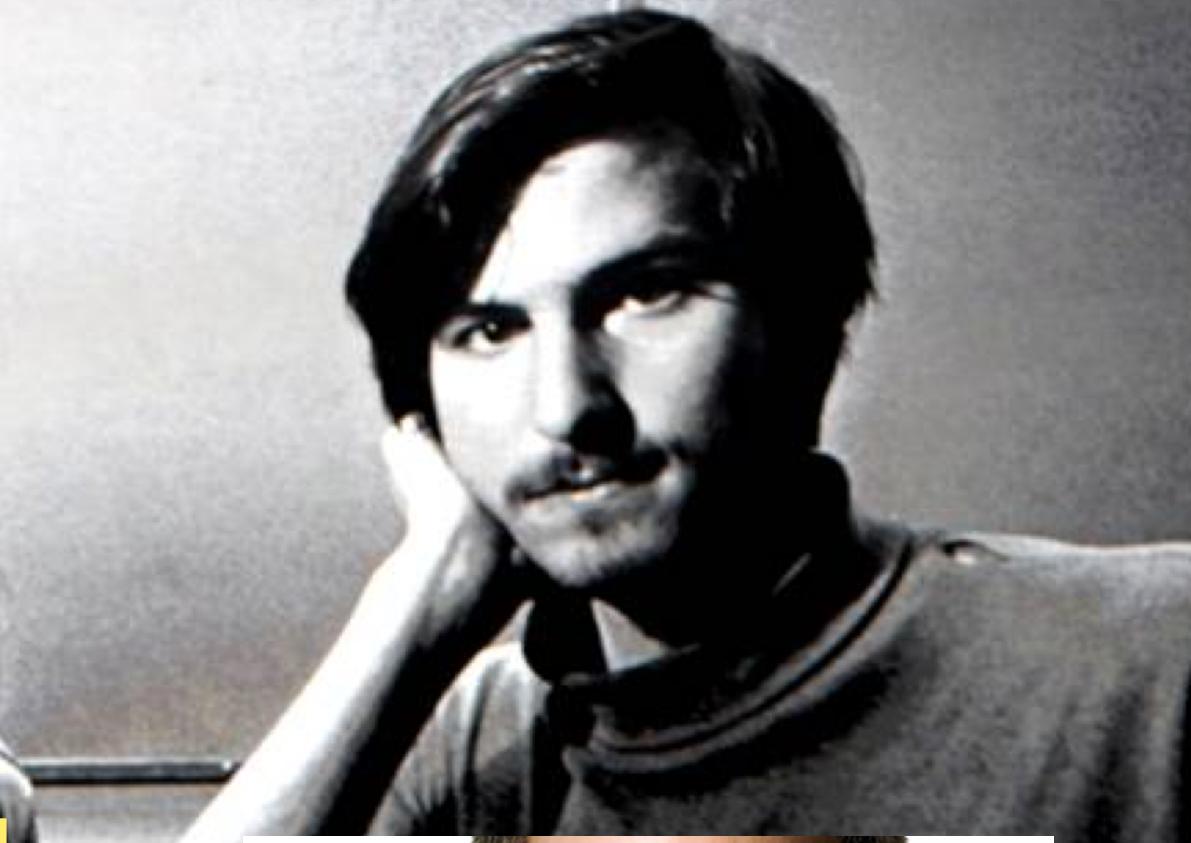
1972

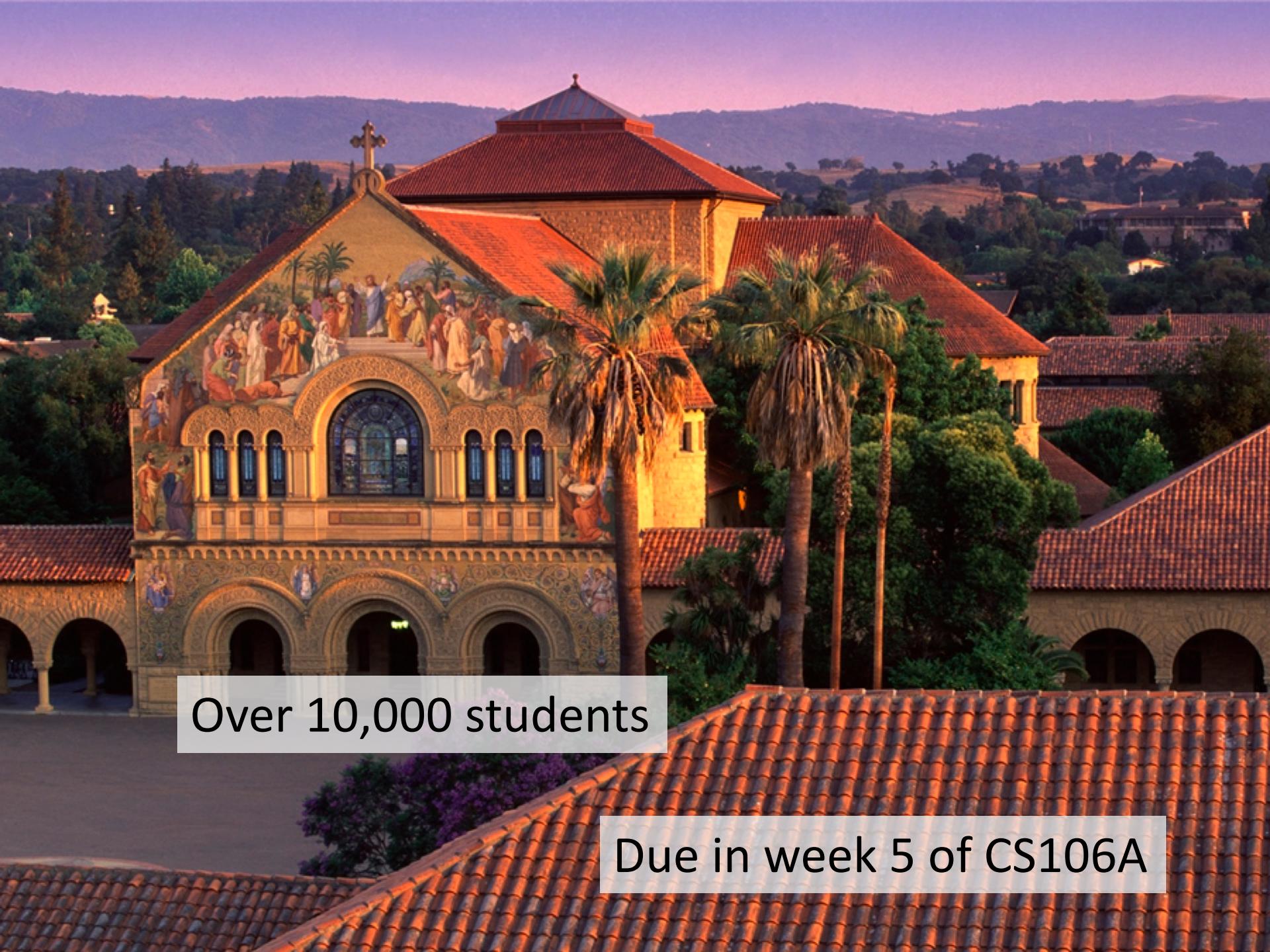
4 2

|



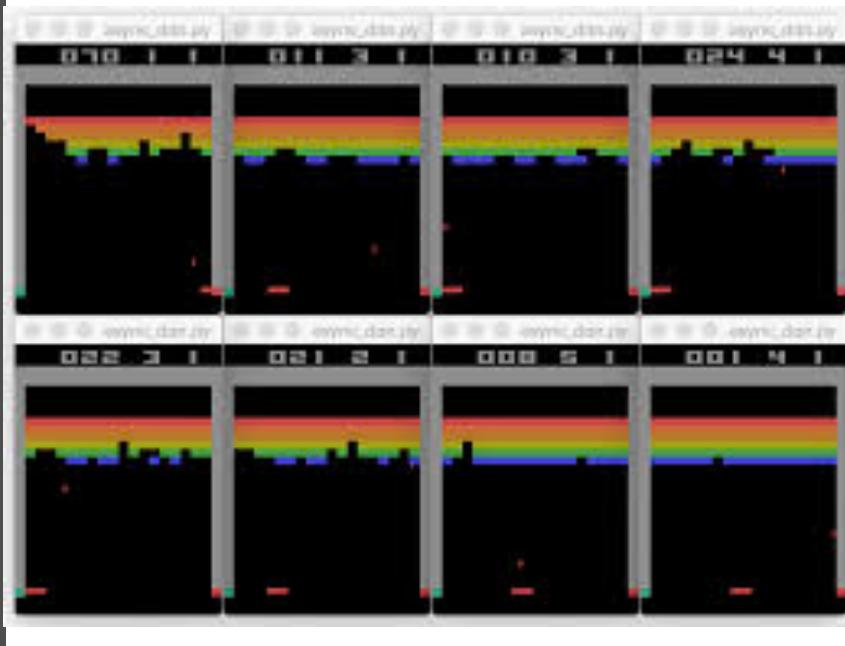
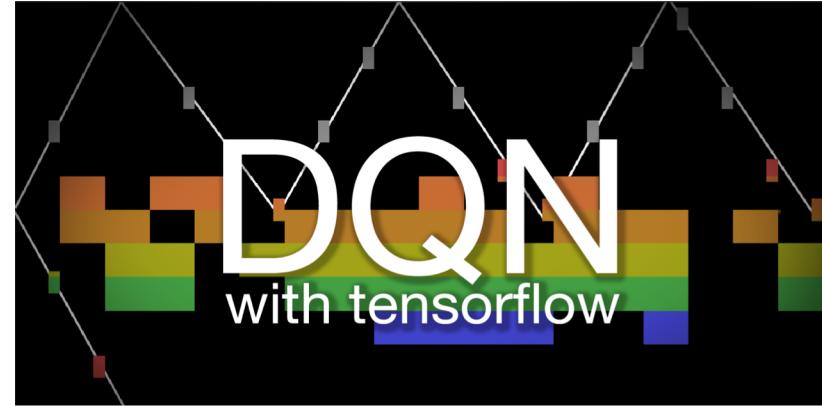
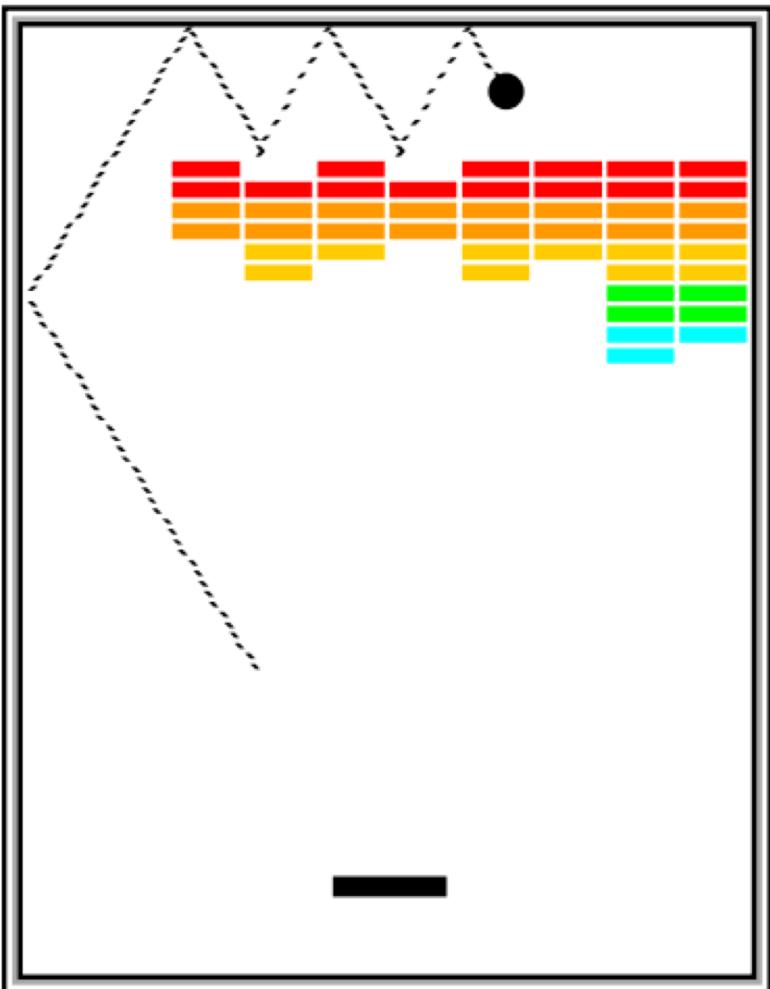
1976





Over 10,000 students

Due in week 5 of CS106A

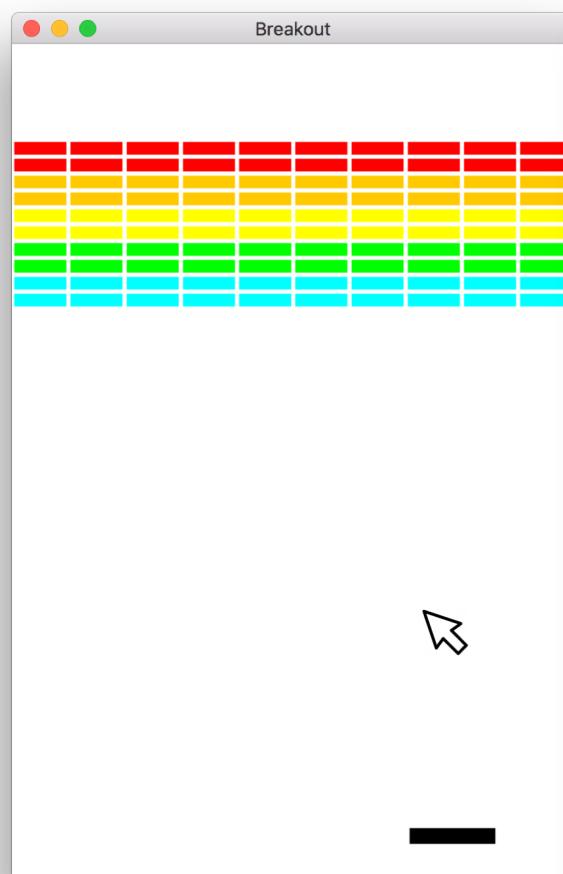


Big program. Do it in parts

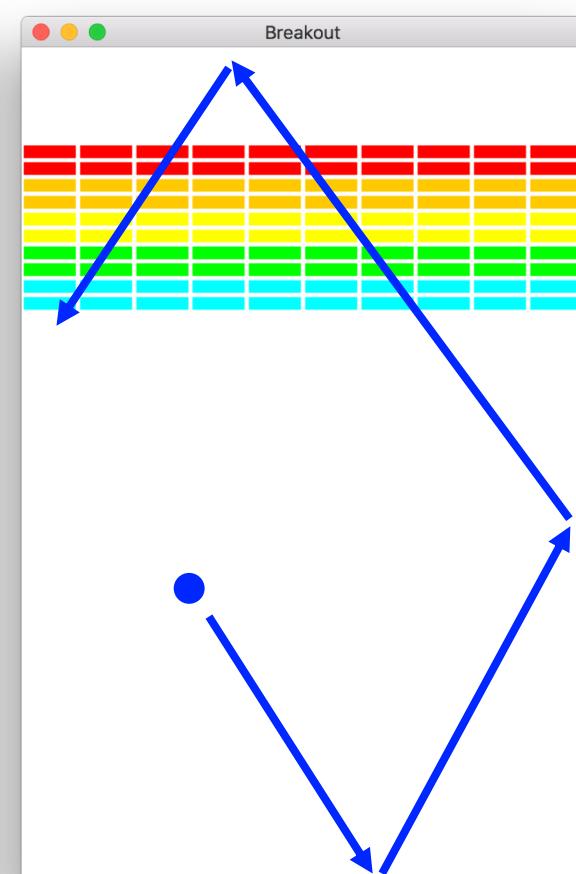
1



2

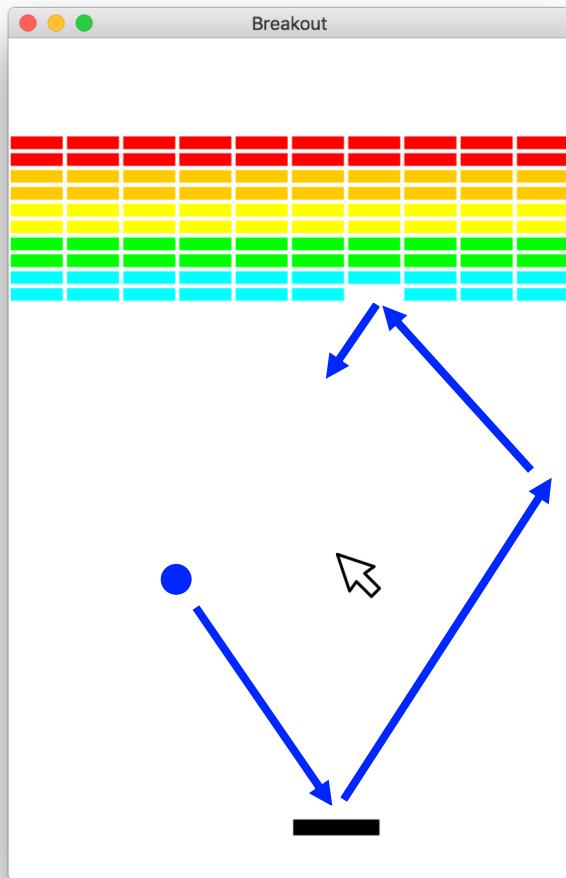


3

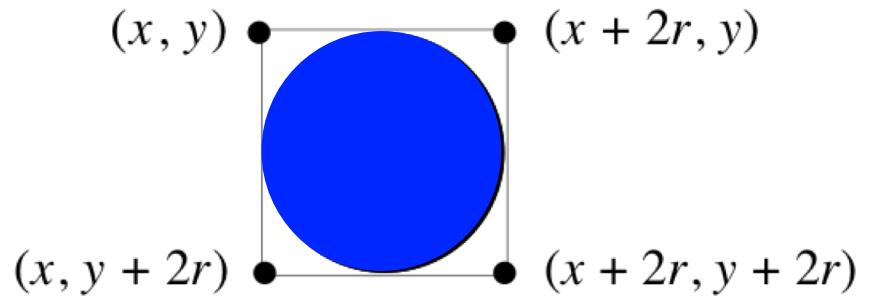


getCollidingObject

4



```
GObject collider =  
getElementAt(x, y);
```



null ,  , a brick



Fuge

Ferris Wheel



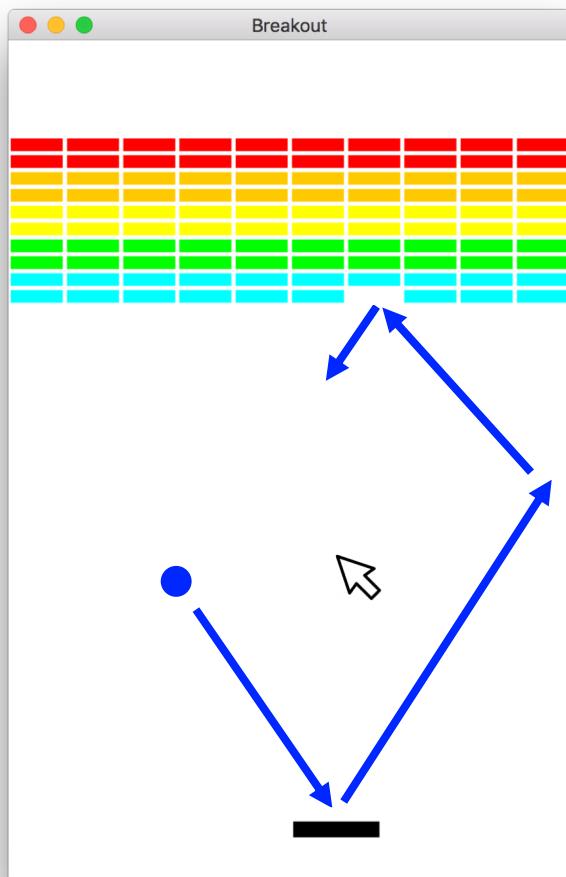
Pro Tips



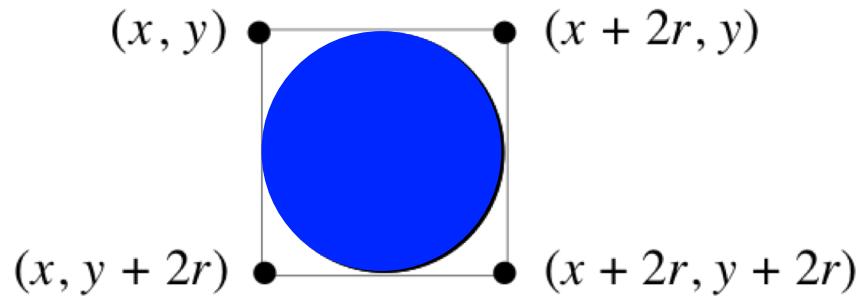
- ❖ Want to wait for a click to start? Use **waitForClick()**
- ❖ Do not animate in **mouse moved!**
- ❖ Use **instance** var for paddle.
- ❖ Make sure to **test as you go**. Program one milestone at a time.
- ❖ No instance variable **for bricks**

How do you know if you hit a brick?

4



```
GObject collider =  
    getElementAt(x, y);
```



null , [REDACTED] , a brick

You
Can
do it!