**chap 5 Scoring**

**Objectives**

* Learn how to control the key movement
* Learn how to use the keyword “this”
* Learn how to add left and right border
* Learn how to show text on the screen
* Learn how to use class String from the jdk library
* Learn how to create and invoke methods, and how to treat the return value of a method if there is one

**Schedule:** This lesson covers Moodle folder “chap 5”. Please follow the steps below.

1, work on sec 5.1 ~ 5.13, which start from scenario WBC-1 and end at WBC-4.

2, from scenario WBC-1 to WBC-4, you can see that there are many features you can manipulate for the objects in the game: you can rotate or move items, you can also determine what to do when one item touches another item, and you can change speed of an item, remove an item. All these possibilities enrich the game.

3, study the online API of Java class String, and see how some methods of the String class can be used in the WBC scenarios.

4, follow the instructions in file “**homework5.docx**”, and work on homework 5. After you finish it, you need to submit the solution zip file to its Moodle drop box. When coding your homework, please follow all the rules in file “RulesForIndentAndAlignCode.docx”.

5, please download file “**Test2StudyGuide.docx**” from Moodle folder “test 2 review lesson”, and start reading this document and answer the questions on it. You need to place the answers right below the questions with a different font color so that answers are distinguished from questions. You need to start preparing for test 2 now, covers Moodle folder “chap 5” to “chap 9”. If you answer all questions in the study guide, you will get 10 points bonus in test 2, even though your answers are not 100% correct.

6, next lesson, we will be working on Moodle folder “chap 6”, please study it in advance.