Design

```
main()
inputs: none
process: Called when the program is run; executes make_window, show,
loadImages, and loadLevel.
outputs: none

make_window()
imputs: none
process: FLTK-generated function, creates the window for our program
outputs: pointer to Fl_Double_Window (the window it made)

handle()
inputs: The code for the event that is being handled
process: If the event was a keypress, pass it into determineKeyPressed.
outputs: Used by FLTK only

loadImages()
inputs: none
process: Calls loadBackgrounds, loadArrowKeys, and loadGifs.
outputs: none
```

```
loadBackgrounds()
inputs: none
process: Sets background Fl image variables to images on the local
machine.
outputs: none

loadArrowKeys()
inputs: none
process: Sets arrow key Fl image variables to images on the local
machine.
outputs: none

loadGifs()
inputs: none
process: Sets dancer GIF Fl image variables to images on the local
machine.
outputs: none

loadLevel(int)
inputs: The number of the level to load (starting at 0)
process: Changes the background and dancer images to those corresponding
to the level we are loading.
outputs: none
```

```
setNewTimer()
inputs: none
process: Calls popupRandomArrow, and creates a new timeout for
timerExpire.
outputs: none

timerExpire()
inputs: none
process: Calls correctKeyPressed to see if the player had pressed the
right key; if not then end the game, if so then call setNewTimer.
outputs: none

correctKeyPressed()
inputs: none
process: Checks bCorrectKeyPressed and returns it.
outputs: returns true if the player had pressed the key within the
specified amount of time.

determineKeyPressed(int)
inputs: The code of the key that was pressed
process: Takes the input code and compares it to the code of the key
that should have been pressed; if they match, set a global bool
bCorrectKeyPressed to true.
```

```
popupRandomArrow()
inputs: none
process: Randomly picks an arrow key and displays it on the screen.
outputs: none
```