# Submission Notes for Homework 3

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Used the Behavior model.

1. **Aborting Events:** F1 key doesn’t fire when pressed in Android emulator. Further, on Nexus S keyboard the F1 key doesn’t appear. Therefore, pressing the ‘c’ key aborts an event. Additionally, touch up when the touch is outside the draw region aborts the current Behavior.
2. **Selection feedback.** Explain how you implement selection feedback here.
3. **Drawing editor.** Keyboard keys switch modes. Invoke by pressing “DrawingEditor” button on menu screen for app.
   1. Pressing ‘l’ gets you into line drawing mode.
   2. Pressing ‘r’ gets you into rectangle drawing mode.
   3. Pressing ‘s’ gets you into selection mode.
   4. Pressing ‘m’ gets you into move mode.
4. **Assume only one touch**. No multitouch support is added in this implementation.
5. **Behaviors are dispatched in the order they are added to objects, not in the order objects are drawn.** Within a group, behaviors are dispatched in draw order
6. **GetRunningEvent()** implemented as part of behavior which returns the event that the behavior cares about. This is to avoid things like key events getting sent to movable behaviors, in case movable behaviors don’t care about key events.