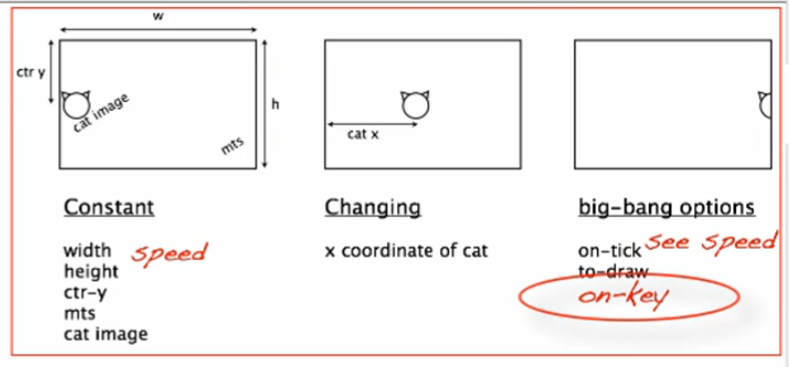


Change the domain analysis first:

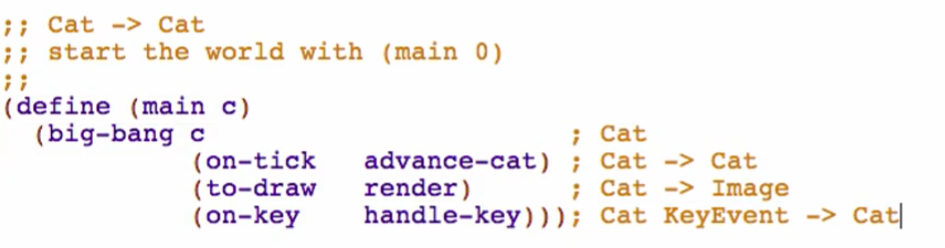


@big-bang function -> options

Go to design recipe -> HtDW -> get the template with the on-key event



Paste in the main function



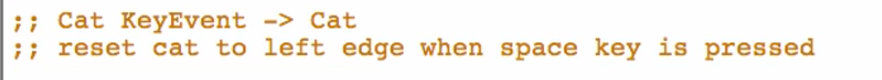
But we don’t have a handle-key function yet! We need to write down a wish list entry!

handle-key Function

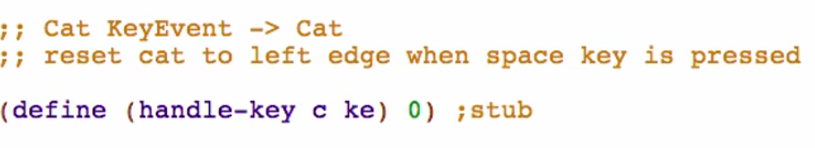
**Signature** – from the signature of on-key on main function

****

**Purpose**

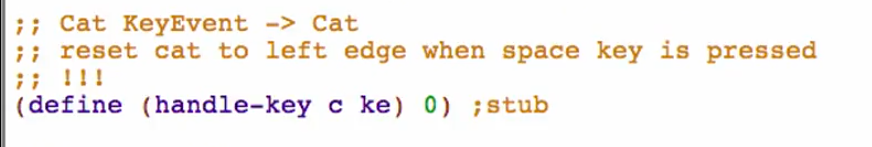
****

**Stub**

****

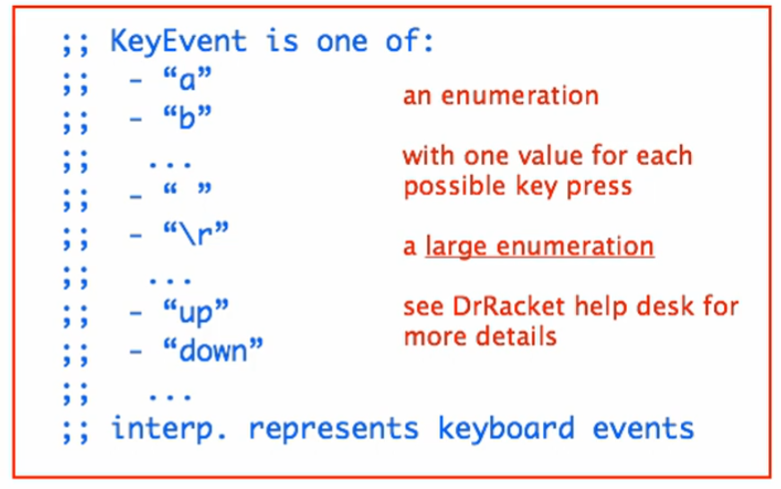
* 2 args
  + c as the x-coordinate of the cat
  + ke as the key that is pressed

**!!! –** add marker to tell that you are not yet finish in doing the function

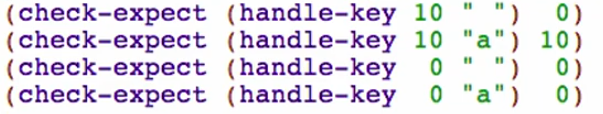


Fulfilling the wish list (handle-key)

**Examples**

****

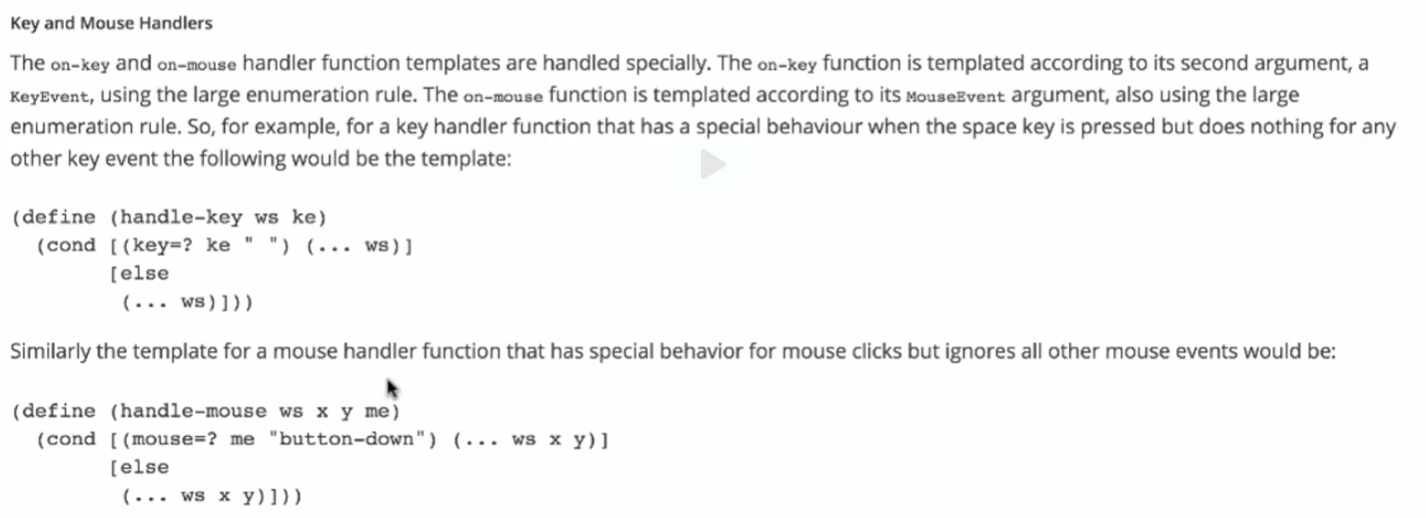
“ “ – space key



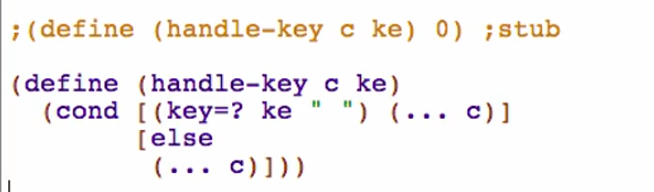
White-box testing

* for large-enumerations
* we will base the test on our knowledge of how the function is coded, not just what it is supposed to do

**Template**

Design Recipe -> HtDW -> Key and Mouse Handlers

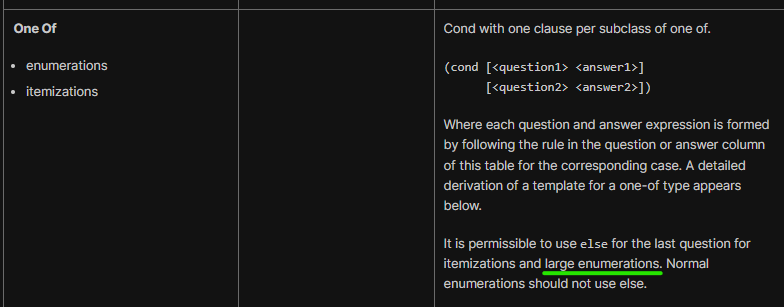
Comment out stub, copy the handle-key template, rename function name and param name based on your program



Normal rule for enumeration:

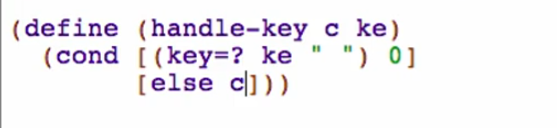
* produce a cond with very many cases

But with large enumerations:



* we identify the special/particular cases first, write a (Q A) for it, and then else for others. (Like a default in switch case)

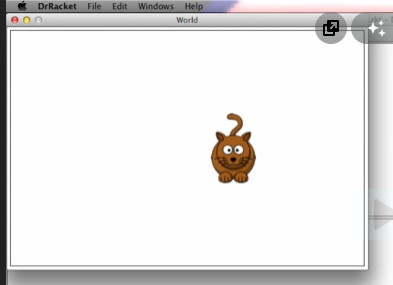
**Code Body**



Run and test



Try calling main and press the spacebar

 -> press space bar ->

