

unit 3

Graphics and Animation: Event-Driven Programming Part 1 - Responses and Handlers

unit 3

def: *event-driven programming* is writing code that produces an interactive experience for the user.

unit 3

def: an **event** is something that a user of an app does that causes a reaction from the computer.

unit 3

def: a **response** is the name given to the reaction that a computer provides when "handling" an event.

unit 3

def: a **handler** is a custom Python verb that teaches the computer how to do a particular response.

unit 3

Q:

How do I define a handler?



Means "define"

A:

Use the Python verb **def**

Example of handler definitions

```
def drawDash ( ) :  
    showImage ("dash.png")
```

```
def happyFace ( ) :  
    print ('c:')
```

```
def novelt ( ) :  
    moveImage ("it.jpg",10,100)  
    moveImage ("it.jpg",20,100)  
    moveImage ("it.jpg",30,100)  
    moveImage ("it.jpg",40,100)
```

unit 3

Grammar of handler definitions

Handwriting means
"your choice"

```
def customVerb () :  
    Step 1  
    Step 2  
    etc...
```

Steps are NEATLY,
EVENLY indented!

Red text is
REQUIRED by Python
grammar!

Let's Write Handlers!

- Fork

<https://bit.ly/csehandlers>

- We will meet at replit so that we can work together
- Wait for further instructions