

unit 3

- Graphics and Animation:
Event-Driven Programming
Part 2 -
Events

unit 3

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

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Q:

How do I teach the Python turtle window to "listen" for events?

A:

turtle.listen ()

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Q:

How do I teach Python about individual keyboard events?

A:

`turtle.onkeypress ()`

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Syntax of event descriptions

Handwriting means
"your choice"

turtle.onkeypress(*handlerName*, **key="Up"**)

Red text is
REQUIRED by Python syntax!

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Define the handler for the response

e.g.

```
def goUp ( ):
    x = bob.xcor( )
    y = bob.ycor( )
    e.goto (x, y+5)
turtle.listen ( )
turtle.onkeypress (goUp, key="A")
```

Ask the turtle window to begin to pay attention to events

Describe the event/response pair to Python