Graphics and Animation:

Event-Driven Programming Part 4 - Timed Events

def: a ***timed event*** is when a timer runs out.

Fact: a timer running out can be thought of as an event.

Q:
How do I teach the Python turtle window to "set up" a timer?

A:
`turtle.ontimer`

Syntax of timer setting

turtle.ontimer (*a handler , how long*)

Red text is REQUIRED by Python syntax!

Handwriting means "your choice"

e.g.

turtle.ontimer **(***gameOver***,** *3000***)**

Set the timer for 3 seconds

Handler to do when the timer runs out

#after 3 seconds, do gameOver

e.g.

turtle.ontimer (*jump* , *5000*)

Set the timer for 5 seconds

Handler to do when the timer runs out

#after 5 seconds, do jump

For two complete examples, visit:

https://bit.ly/teExample1
https://bit.ly/teExample2