Presentation 22

GUI Applications

Announcements for This Lecture

Prelim 2

- Difficulty was reasonable
  - **Mean**: 72, **Median**: 75.5
  - Almost same as last year
- What do grades mean?
  - **A**: 80-100
  - **B**: 60-100
  - **C**: 30-55
- More on this in a bit

Assignment 6

- A6 is not graded yet
  - Done by Wednesday
  - Survey still open today
- Times were as expected
  - **Median** 12 hrs
  - **Mean** 14.5 hrs
  - But a lot of 30+ hours
- **19 AI hearings** held

Assignment 7 is Posted!

- Designed to take **20-24 hours**
  - Work on it 1 or 1.5 hours *every* day
  - But assumes you could do A6 in 14-15 hours
  - If you took 30+, you might not finish this
- Once again this has **microdeadlines**
  - First one is due Wednesday
  - Today's lab is directly relevant
  - Both labs this week help on Task 1 (of 3)

Assignment 7 Grading

- Designed more like an **exam** than **assignment**
  - Assignments written so everyone can finish
  - Exams written so everyone can finish B portions
  - We assume most people will not get to Task 3
- **Grading is explicit** in the instructions
  - Can see what will get if have to quit early
  - If everyone does Task 3, there will be a lot of As
- But AI violations will be **severe**!
  - If convicted, you might **fail the entire course**

Assignment 7 Grading

- Designed more like an **exam** than **assignment**
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  - If everyone does Task 3, there will be a lot of As

- But AI violations will be **severe**!
  - If convicted, you might **fail the entire course**

Do not look at anyone else's code.

Do not show your code to anyone.

Assignment 7 Office Hours

- **No code is ever to be shown!**
  - Not to other students
  - Not in private Piazza posts
  - Not to me, or any consultant

We mean it!

- We will help with error messages
  - Can even post these on Piazza
- We will help on general concepts
  - The remaining labs are all focused on A7
  - Will look at **lab code** and help you there

Lesson Videos for Rest of the Course

- Today is the material in **Lesson 27**
  - ▪ This material is all about the `game2d` package
  - ▪ **All** of lab this week will be about this
- Thursday is the material in **Lessons 26, 28**
  - ▪ Videos are posted now to watch
  - ▪ Lab for Lesson 28 be next **Tuesday**
- **Lesson 29** is the **last topic** used on A7
  - ▪ Posted on Thursday; only used in Task 3
  - ▪ Lab next **Tuesday** (2nd half of **Lesson 28**)

Lesson Videos for Rest of the Course

- Today is the material in **Lesson 27**
  - This material is all about the `game2d` package
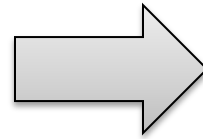 -

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  > **Lesson 30** does not apply to A7.
  >
  > Only for students going to 2110.

- **Lesson 29** is the **last topic** used on A7
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  - Lab next **Tuesday** (2nd half of **Lesson 28**)
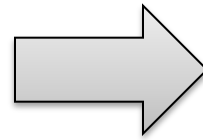
Demo Time: Let's Make a Button

Click Me

Button is **Up**

Click Me

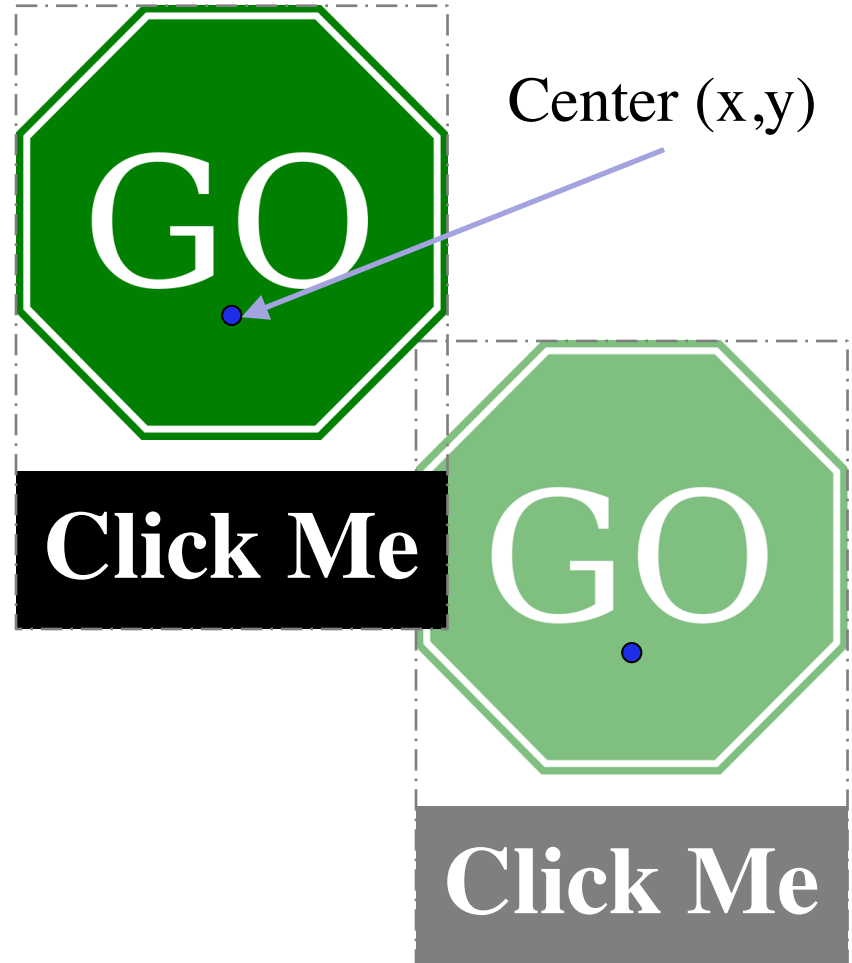Button is **Down**

Demo Time: Now With Pictures

Button is **Up**

Button is **Down**

Demo Time: Composite Objects

- Way to "group" objects
  - Has a single x, y attribute
  - Moving obj moves all
- Code like subcontroller.py
  - Each object is attribute
  - Initialize them in __init__
  - Needs a custom draw
  - Update not necessary
- Used in end of **Task 1**

Center (x,y)

Questions?