Announcements

• Do your term paper!
• Project #3 is due on Thursday
Whack-A-Mole Exercise

Demo...
Whack-A-Mole Exercise

Hints:

• Images are here:
  http://www.cs.umd.edu/~fpe/mole.jpg
  http://www.cs.umd.edu/~fpe/noMole.jpg

• Make a table with three images like this:
  <img id="pic1" src="noMole.jpg" alt="mole1" onclick="hit(1);" />

• Use two global variables:
  • var currentMoleLocation = 2; // Which mole is visible? (1, 2, or 3)
  • var score = 0; // Current score

• Write a function called hit(boxNumber)
  If boxNumber is the currentMoleLocation, then update the score, switch the
  currentMoleLocation to a different location, erase all of the moles, then place
  the current mole in the correct spot (after 1 second.)
Whack-A-Mole Exercise

More Hints:

• Use two global variables:
  • var currentMoleLocation = 2;  // Which mole is visible? (1, 2, or 3)
  • var score = 0;              // Current score

• Write a function called hit(boxNumber)
  If boxNumber is the currentMoleLocation, then update the score, switch
  the currentMoleLocation to a different location, erase all of the moles,
  then place the current mole in the correct spot (after 1 second.)

• Write a function that erases all of the moles.

• Write a function that places a mole in the currentMoleLocation. (Call this
  function after a 1 second delay using setTimeout.)