

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:

```

```

- 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`.)