Day 9

In-Class Exercise
Write a Button Class

Open Studio
Text Adventure

Day 9 Agenda

Part I   **In-class Exercise**: Make a Button Class

BREAK

Part II   **Open Studio**: Text Adventure

Part III   **Tomorrow's Agenda**

In-Class Exercise
Text Adventure Button Class

Hints
1. `update()` and `display()` are called in the main `draw()` function
2. `checkPressed()` and `goToPassage()` are called in `update()`

Extra credit
Give your button a hover state (using **mouseX** and **mouseY**)!

Button Class

Properties
float x, y
float width, height
color fillColor, strokeColor
int passageNum

Methods
void update()
void display()
boolean checkPressed()
void goToPassage()

Open Studio: Text Adventure

Challenges / Tools you don't have?
Scope / Original concept vs the reality!
Opportunities?

Tomorrow

Midterm Presentation and Guest Critics

- Email or slack me your Processing code (or a zip file) by **3:50pm Friday**
- There will be two guest critics present to discuss your work.
- Demonstrate and talk about your sketch for < 5 minutes. We will critique each sketch for about 3 minutes.