CSC104 project #2

Due November 30th, 11:59 p.m.

This project gives you experience with mouse and key handlers and (check-expect ...) expressions. You will find the material in *Picturing Programs* on mouse and key handlers relevant.

Your animation creates a dissolve between two images, a cinematic technique that predates morphing.

Your first task is to download the file morph.rkt from the calendar entry for November 30th on the course web page. You should be able to right-click on the file to save it to the machine you are using to work on it.

If you open morph.rkt in DrRacket (Intermediate Student with lambda) and click "Run", it won't behave properly. It's meant to allow you to dissolve between the images on the left and right by either tapping the left or right arrow keys, or by clicking on the images with a mouse.

Many features were disabled and you'll have to fix them. There are also missing (check-expect ...) tests that you'll have to add.

Your job is to look through the file for comments of the form:

; !!! <some sort of instruction>

... and carry out the instruction. Usually you will be asked either to write some (appropriate) (check-expect ...) expressions, or fix some function. If there is already a (check-expect ...) expression, it probably provides good clues on how to write the related function. If there is already a function, it probably provides good clues on how to create a (check-expect ...) function.

Once you find and carry out all the instructions, you should have an animation that allows you to use the left/right arrow keys to either make the middle image more like its left neighbour, or more like its right neighbour.

When you are finished, submit two files to the MarkUs link on the course calendar:

- Your fixed-up version of the file morph.rkt saved using the menu File>Save as
- The same file renamed morph.scm saved using the menu File>Save Other>Save as text...

Be sure to submit whatever you have finished by November 30th, even if it's incomplete. You will likely get some credit.

I will provide hints, on request, in the form of references to relevant portions of Picturing Programs, course materials, or documentation.