

CSC104 tutorial exercises, Week #3

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This week you will learn about event-driven (sometimes called reactive or GUI) programming in the special case where the model being used is an image. The racket tool that is used is **big-bang** which “starts the world,” i.e. some model that reacts to ticks of the computer’s internal clock, keystrokes, mouse clicks and motions, and possibly others.

Resources you may find useful:

My office hour: Wednesdays 5:10–6, in SF1101 (our classroom).

Your tutorial: Wednesdays 6:10–7:00. Tutorial sections are as follows:

Surname	Tutorial section	Room	TA
A–C	section 1	BA3175	Omar
D–J	section 2	BA3185	Nahla
K–L	section 3	BA3195	Dhinakaran
M–T	section 4	BA2220	Nick
U–Z	section 5	BA2220	Yashuai

DCS Help Centre: Monday–Thursday, 4–6 pm in BA2230, see [Help Centre page](#). Khaled, a TA from our course, is in the Centre Monday, Tuesday, and Thursday.

1. Make sure that you have easy access to a computer running DrRacket, either your own machine or a workstation at CDF.
2. Download `timer.rkt` from [September 26th’s lecture](#) (right-click on the link for the file), and try changing it. For example, you might change it so that it slowly changes the size or horizontal position of a graphic, rather than rotating it.
3. Read [section 6.2, Picturing Programs](#), and work on exercises 6.21–6.24. You can see a [solution of exercise 6.2.1](#). There are [other exercise solutions](#) as well.