

CSC104 tutorial exercises #3

best before Friday, February 1st

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.

To help you complete your assignment, course TAs will be in computer labs BA3175, BA3185, BA3195 on Friday from 9:10 a.m. to 9:45 to answer questions. You may ask any of our TAs, not just the one for your section, for help. At 9:45, you will move to your own tutorial room (see the chart below) to write a brief quiz, closely based on one of the tasks.

Resources you may find useful:

My office hour: Fridays 3-5 pm, in BA4270 (Bahen 4270)

Your tutorial: Select Fridays 9:10. **Tutorials start in BA3175–BA3195** at 9:10, and then move to individual tutorial rooms for a quiz in the last 10 minutes. Tutorial sections are as follows:

Surname	Room	TA
Adalja–Chou	BA3175	Orion
Chun–Karalis	BA2135	Nahla
Kim–Luo	BA2139	Maria
Mahadevan–Quan	BA2145	Jessica
Rabie–Worden	BA2159	Yanshuai
Wu–Zhuang	BA2165	Oscar

DCS Help Centre: Monday–Thursday, 4–6 pm in BA2230, see [Help Centre page](#).

1. Make sure that you have easy access to a computer running DrRacket, either your own machine or a workstation at CDF.
2. Read [sections 6.1 and 6.2 of Picturing Programs](#), and work on exercises 6.21–6.24. I am also beginning some [events video](#) that you should view.

You can see a [solution of exercise 6.2.1](#). There are [other exercise solutions](#) as well.

3. Download `timer.rkt` from [January 29th’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.