CSC104 tutorial exercises #4 best before Wednesday, October 2nd

Your job this week is to begin to learn about reactive, also known as graphical user interface (GUI) programming. We use a tool called big-bang, which starts simulating a world in your computer that reacts to events caused by your mouse, your keyboard, your computer's internal clock, as well as other events.

Ask your instructor (me) or your TA about anything that stumps you. It may be possible to complete all the tasks on your own, well before Wednesday's tutorial. Here are your tasks:

- 1. Make sure that you have easy access to a computer running DrRacket, either your own machine or a workstation at CDF.
- 2. Watch the first two videos in events video, and follow up with any examples or extra documentation you need to understand them.
- 3. Read sections 6.1 and 6.2 of Picturing Programs, and work on exercises 6.21-6.24.
- 4. You can see a solution of exercise 6.2.1. There are other exercise solutions as well.

To help you complete your assignment, course TAs will be in computer labs BA3175, BA3185, BA3195, and BA2220 on Wednesday from 8:10 a.m. to 8:45 to answer questions. If you have a laptop with DrRacket on it, you may also ask me questions before and (briefly) after lecture. You may ask any of our TAs, not just the one for your section, for help. At 8:45, 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: Thursdays 2-3 pm, in BA4270 (Bahen 4270)

Your tutorial: Select Wednesdays 8:10. Tutorials start in BA3175-BA3195 at 8:10, and then move to individual tutorial rooms for a quiz in the last 10 minutes. Tutorial sections are as follows:

Surname	Room	TA
Abdel-Deng	BA3008	Shems
Ding-Khaybullina	BA3012	Brent
Kim-Luke	BA2159	Oscar
Ma-Shamrock	BA2165	Ryan
Shemet-Wolfgramm	BA2175	Siamak
Wu–Z	BA2195	Nahla

DCS Help Centre: Monday-Thursday, 4-6 pm in BA2230, see Help Centre page.