

- Reminder: Tetris checkpoint due tonight at 10pm
 - o Please don't forget to put IDs of all your collaborators
- Midterm
 - o Little bit more time crunch than quizzes
 - o Practice, practice, practice!
 - o Will release cover page (general outline of types of problems/length) either tomorrow or Thursday
 - o Will release practice exam later this week
 - Should be a good indicator of what to expect on the actual exam
 - o Review session schedule will come out either today or tomorrow as well
- Recitation today
 - o Go over snake
- Today's lecture
 - o timerFired review
 - Flashing square animation
 - Bouncing square animation
 - o Big example of today: Pong
 - o Time to meet up with Tetris partners and get on the same page (15 mins)
- Takeaways from today's lecture
 - o timerFired => control the speed of our animation
 - Two ways of controlling timerFired
 - Change data.timerDelay
 - Keep track of data.time in our init()
 - o Pong example => we can make complex and interesting games in Tkinter
 - o things to know:
 - the collisions => circle to circle, rectangle to rectangle, circle to rectangle
 - detecting gameOver => controllers you case on data.isGameOver, and do different things