

MM 319 Course Objectives

You should be able to confidently and correctly perform the following tasks and answer the following questions. If you are uncertain about any of these, review the lab activities, read the book, or ask in class to clarify.

Basic Lingo Syntax

Form and recognize valid identifiers.

Are Lingo identifiers case sensitive? (Does Lingo distinguish between x and X?)

Is Lingo a strongly typed or weakly typed language? (Can you switch the type of data a variable contains?)

Describe how to identify cast members in script.

Form assignment statements that operate with variables **and** with cast members.

Describe how to get the contents of a text box on the screen into a variable, and how to put the value of a variable into a text box on the screen.

Describe how to use type-casting operations such as **string**, **int**, **float**, and **value**.

What is the data type of a text box? Can it vary?

Construct valid **if** structures. Interpret **if** structures and identify errors in them.

Construct valid **repeat while** structures. Interpret **repeat** structures and identify errors in them.

Describe how to use the message window to test statements and trace script activity.

Functions (aka Message Handlers)

Describe how to pass parameters to a function (message handler).

Does the parameter list in a function header have to use the same names used in the calling statement?

Form and recognize valid function headers.

Write functions to perform simple calculations and return results. Recognize when it is meaningful to use a **return** statement.

Write statements to call functions.

Subdivide work meaningfully between functions (*ie*, recognize when a block of code is a good candidate for being made into a separate function).

Given a script that includes one or more handlers (functions), trace its behavior.

Event Handling and Different Object Scripts

Identify the different mouse events and the messages associated with them.

Describe the path that a mouse event message takes (which object scripts are on the path, and when the message stops)

Identify which types of screen elements (buttons, bitmaps, text, etc) can receive mouse messages.

What happens if there are several sprites “stacked” on the screen and the mouse passes over them? Does it matter which sprites have handlers for the **mouseEnter** message?

Which sprite channel is “nearer” the user—channel 2 or channel 5?

Identify which script should contain the entry point (event handler) to accomplish various tasks. For instance, if we need to clear the contents of some text fields when the title launches, what event should we react to? Where should we put the script?

Getting Information from External Files

List the sequence of statements necessary to gain access to an external text file, open it, read it, close it, and release it.

What is the text format required for successful line-by-line access to the text?

If a readfile command returns <void>, what is the likely cause?

Describe the difference in the behaviors of **readFile()** and **readLine()**. When would you use each?

How can we put the contents of some picture file such as a jpeg or gif into a bitmap text member?

What is the name of a cast member after a file has been imported into it?

Chunk Expressions

Describe how to use to expression components **the number of**, **the first**, and **the last**.

Describe how to obtain specific lines, words, characters, and items of a text container.

Describe how to get ranges of chunks.

What is the default itemDelimiter? How can we change it?

Can we change a chunk of text in a text member?

Can we change a chunk of text in a text variable? Is the syntax the same as for working with text members?

Describe how using chunk expressions and external text files can help make dynamic multimedia.

Text Properties

Describe how to change the font, font size and style of a chunk of text.

Can we change the text properties of variables, or only text on the screen?

Can we change the color of text on the screen?