Carnegie Mellon University
Computer Science Academy

CS1: Unit 3 Review

Mouse Motion Events

onMouseMove and onMouseDrag

- `onMouseMove(x,y)` is called every time the mouse is moved and not pressed
- `onMouseDrag(x,y)` is called when the mouse is pressed and moved

Conditionals (if Statements)

if Statements

- Runs code only if some test (or *condition)* is true
- Code indented after the `if` statement is called the **body**
  - All lines will be run if the condition is true
- Code not indented after the `if` statement is run regardless of whether the condition is true
- Some possible tests:
  - `(x < y)` : is x less than y?
  - `(x <= y)` : is x less than or equal to y?
  - `(x == y)` : is x equal to y?
  - `(x != y)` : is x not equal to y?
  - `(x > y)` : is x greater than y?
  - `(x >= y)` : is x greater than or equal to y?
- Be sure to use `==` for testing if two values are equal

Using if-else and multiple if

- Code in an `else` body runs if the condition is false in the previous `if` statement
- We can use multiple `if` statements in a row as well to test different conditions
- Code will always run in either the `if` body or the `else` body but not both

Helper Functions

Helper Functions

- We can define our own functions as well (not just ones expected to be defined like mouse events)
- In order for these functions to run, we have to manually call them
- They can be called from other functions once defined (ie. in our event functions)
- **Helper function** is a function you write to help another function perform its work
- We get to decide the parameters for the funcion
- Functions cannot use another function's parameters