

# CSC123 Laboratory Assignment #4

## Avoider Game Tutorial III

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### 1 Objective

In this lab we are finishing the Avoider Game tutorial covered in Chapter 1 of our book.

### 2 Resources

Read Chapter 1, pages 17-35.

### 3 Avoider Game Tutorial

For this lab, you need to complete the Avoider Game tutorial and answer (code) all of the tasks in the “Your Assignments” sections.

### Deliverables

You will show me and run a Greenfoot scenario that demonstrates you have fully completed the Avoider Game tutorial found in Chapter 1 and implemented all the assignments in the “Your Assignment” sections in lab on Feb 2. In addition to the demo, you should be able to answer or demonstrate the following:

1. Make a small change to your code.
2. Answer questions about the organization of the game.
3. Answer questions about Java.

NOTE: Lab on Feb 2 is mandatory and you will receive a 0 if you do not demonstrate your work in lab on that day

### Assessment

- Demonstration (7 pts)
- Follow-up Q&A (3 pts)