

KidCoder™: Game Programming **Third Edition Errata Sheet**

Updated April 9, 2015

This document lists the known typographical or other corrections to the *KidCoder™: Game Programming* Third Edition course.

- In Chapter 6 Lesson 2, Page 97, there is an incorrect line of code listed in the Walking Man example.

```
Public Class WalkingForm
    Dim myImage As Image

    Private Sub WalkingForm_Load(...)
        Dim myImage As Image = My.Resources.walking1
    End Sub

End Class
```

The highlighted words above should be removed, resulting in:

```
Public Class WalkingForm
    Dim myImage As Image

    Private Sub WalkingForm_Load(...)
        myImage = My.Resources.walking1
    End Sub

End Class
```

With the incorrect version listed in the textbook, the first **myImage** variable declared at the class level is not correctly initialized. The resulting program will display a red “X” instead of the “walking1” image.

- In the Solution Guide for the Chapter 8, Lesson 1 activity, there are some incorrect lines of code that will cause a compiler error. The fully coded activity solution provided in the “Your Turn Solutions” folder is correct.

The code shown in the Solution Guide for the “ProcessKeys()” function is:

```
Private Sub ProcessKeys()  
    ' first check the key states and respond to each one  
    ' that is currently pressed  
    If (keyLeftPressed) Then  
        myShip.mySprite.ChangeAngle(+10.0)  
    End If  
    If (keyRightPressed) Then  
        myShip.mySprite.ChangeAngle(-10.0)  
    End If  
    If (keyUpPressed) Then  
        myShip.mySprite.Accelerate(SHIP_ACCELERATION)  
    End If  
    If (keySpacePressed) Then  
        Shoot()  
    End If  
End Sub
```

The “mySprite.” phrases highlighted in yellow above should be removed. The **myShip** variable is already a **Sprite** object, and it does not have a **mySprite** property. You can call the **ChangeAngle()** and **Accelerate()** functions directly on the **myShip** object.