CompSci 94
Getting Started:
Simple world with Cow and Cat
August 28, 2018

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Start Alice 3

- First choose a ground cover. I selected desert
The Interface

Scene view

Click here to setup scene

Code editor panel

Methods panel
Scene Setup

Large view of scene

Camera views

Other controls

Library of objects

Change camera view, just a little with controls!
Add in an cow named Terry and a cat named Cary

• There are two different ways to add an object to the world.
• Add the cow by clicking on it. Goes to the center
• Add the cat by click and drag it to the right of the cow
Adjust the camera a little

- Want the cow and cat a little lower
- Click on leftmost set of arrows, the top one
Now ready to code. Click on “edit code”

- Click on the cow Terry
- See Procedures, things Terry can do
Click and Drag in code

• Drag in the Turn to face command and select Cary as the target.

• Then click on the cat Cary and drag in the turn to face command to select the cow Jerry

• Click run and they turn
Add the following

• The cat says “watch what I can do” then jumps over the cow
• The cow says “Whoa!!!” and moves forward a little
• The cow turns around
• The cat turns around
Code would be:
Make some changes to do code at the same time with “do together”

- Have the cow say Whoa as the cat is jumping over the cow
- As the cat comes down out of the jump have the cow move forward
- At the end have the two animals turn at the same time.
Final Code

```
this.Terry turnToFace this.Cary add detail
this.Cary turnToFace this.Terry add detail
this.Cary say "Watch what I can do" add detail
this.Cary move UP, 2.0 add detail

do together
this.Cary move FORWARD, 5.0 add detail
this.Terry say "Whoa!!!" add detail


do together
this.Cary move DOWN, 2.0 add detail
this.Terry move FORWARD, 1.0 add detail


do together
this.Terry turn LEFT, 0.5 add detail
this.Cary turn RIGHT, 0.5 add detail
```

CompSci 94 Fall 2018