CompSci 94
Classwork: Getting Started
Simple world with Cow and Cat
August 27, 2019

Prof. Susan Rodger
Start Alice 3

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

Scene view

Codes editor panel

Methods panel

Click here to setup scene
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 Cow and a cat named Cat

- 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. Name it “Cat”
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
- See Procedures, things Cow can do
Click and Drag in code

- Drag in **DoInOrder** from the bottom
- Drag in the **Turn to face** instruction into the DoInOrder and select Cat as the target.
- Then click on the cat and drag in the **turn to face** instruction to select the cow

- Click run and they turn
Add the following instructions

• The cat says “watch what I can do” then jumps over the cow
• The cow says “Whoa!!”
• The cow turns around
• The cat turns around
Code would be:
What Happens
Part 2 – Build this project

• Create a new Alice project with grassy desert.

• Add in three objects: a person (you can build one) and two 4-legged dogs ScottyDog and poodle.

• Setup as:
Your program should do:

- Person says dogs are talented.
- Poodle says “I spin”, moves forward a little, and turns all the way around.
- ScottyDog says “I jump”, moves forward the same amount, turns and faces the poodle and then jumps over the poodle.
- Poodle says “me too” and then jumps over ScottyDog
- Both dogs turn to face front
A Few Pictures of the Animation

CompSci 94 Fall 2019