CompSci 94
Introduction to Programming
Animation and Virtual Worlds
August 29, 2019

Prof. Susan Rodger
Review : How CompSci 94 Works

• BEFORE CLASS
  – Watch Alice videos – 30-60 minutes
    • Build Alice project as you watch
  – Take Quiz on Sakai – (turns off when class starts)

• IN CLASS
  – Review Content from Videos
  – Classwork: Write an Alice program
  – Get Classwork checked off

• AFTER CLASS
  – Complete work not finished in class – checkoff next class
  – Assignments
Practice, Practice, Practice
Practice, Practice, Practice
Practice results in Success
Practice results in Success
Don’t get behind!!!

• Difficult to catch up…
Don’t get behind!!!

- Difficult to catch up…
Videos/Quizzes
Don’t get behind!

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Video Review

• How do you add objects to the scene?

• In which class do you find people?

• In which class do you find eagle?
Video Review

- How do you add objects to the scene?
  - Go to setup scene
  - Search through class folders
  - Drag objects in
  - People builder
  - Make a person – toddler to elder

- In which class do you find people?
  - Biped folder

- In which class do you find eagle?
  - Flyer folder
Video Review

• How do I move/turn the panda with a mouse?
Video Review

• How do I move/turn the panda with a mouse?
  – Click and drag
    • Move left/right and forward/backward
  – Hold shift key down and drag
    • Move up/down
  – Hold control/CTRL key down and drag
    • Turning
Video Review

• Instructions – what additional info goes with them?
  – Move

  – Turn

  – Say
Video Review

• Instructions – what additional info goes with them?
  – Move
    • Direction, how far
  – Turn
    • Direction, how much of a rotation (e.g., 0.25)
  – Say
    • TextString phrase
Video Review

• What is a one-shot?

• Give an example for how a one-shot might be useful.
Video Review

• What is a one-shot?
  – In setup scene, execute an instruction and it happens instantly

• Give an example for how a one-shot might be useful.
  – In setup know how far an object is from another object
  – In setup place object then move off screen with one-shot, so you know how far to bring it in
Video Review – what data types?

<table>
<thead>
<tr>
<th>DATA TYPE</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.8</td>
</tr>
<tr>
<td>“CompSci 94”</td>
</tr>
<tr>
<td>right</td>
</tr>
<tr>
<td>6</td>
</tr>
</tbody>
</table>
Video Review – what data types?

**DATA**
- 5.8
- “CompSci 94”
- right
- 6

**TYPE**
- Decimal number
- TextString
- Direction
- Whole number
- Object
Announcements

• Assignment 1 due Tuesday night
  – Do at least five levels of exercise, submit a picture of how far you got
  – Submit with websubmit

• Watch videos and take QZ2 for Tuesday

• Classwork today
  – Check off when finished, or check off next time
Class Today

- Build project with panda on the moon