Alternate code for ChangeInto

• If your code for changeInto is not working, then you can essentially write your own min and max by using an if statement.

• Opacity numbers in Alice must be 0.0 to 1.0. If you try to set opacity to 1.00001 that is too big and Alice freezes. If you try to set opacity to -0.000000001 that is too small and Alice freezes.

• In this code for critter1, you create a variable to store the new opacity number, tempNumber1. Then you use an if statement to make sure it is not too small. If it is not too small you can set the opacity to it. Otherwise you set the opacity to 0.0

• Similarly, for critter2, you create a variable to store the new opacity number, tempNumber2. Then you use an if statement to make sure it is not too big. If it is not too big you can set the opacity to it. Otherwise you set the opacity to 1.0
First part of changeInto2

// In this code we are essentially writing our own "max" and our own "min"

// Create two variables. These are to check the new opacity value before resetting it.

DecimalNumber = tempNumber1 = 0.0
DecimalNumber = tempNumber2 = 0.0

critterTwo moveTo critterOne

critterTwo orientTo critterOne

add detail
Second Part of changeInto2

while critterOne.getOpacity > 0.0 is true

// calculate the new number for critter1 opacity but don't set the opacity yet, check the number first.

let tempNumber1 = critterOne.getOpacity - 0.1

if tempNumber1 > 0.0 is true then

// Safe to assign the number

critterOne.setOpacity = tempNumber1

else

// The opacity we want to assign is less than zero due to decimal numbers are not stored exactly in a computer

critterOne.setOpacity = 0.0

Third part of changeInto2 – This part is still part of the while loop

```plaintext
// calculate the new number for critter2 opacity but don't set the opacity yet, check the number first

tempNumber2 ← critterTwo.getOpacity + 0.1

if tempNumber2 < 1.0 is true then
    // safe to assign the number
    critterTwo.setOpacity tempNumber2 add detail
else
    // The opacity we want to assign is greater than 1.0 due to decimal numbers are not stored exactly in a computer
    critterTwo.setOpacity 1.0 add detail
```

loop