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 results in Success
Don’t get behind!!!

• Difficult to catch up…

Video Review
• How do you add objects to the scene?
  • In which class do you find people?
  • In which class do you find eagle?

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

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

What is a one-shot?

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

Video Review – what data types?

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<th>DATA TYPE</th>
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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