Review: Camera Markers

- When do you set up camera markers?

- I want to create three camera markers: initialView, topView, rightSideOfPigView. Which one do I create first?

Classes and Objects

- Which one is the object?

Inheritance

- Which is a superclass of the other?
  - Quadruped or Bear?

- If you write a quadruped procedure, who can use it?

- If you write a Bear procedure, who can use it?
Built-in Functions

- Where can you use the cow getHeight function in this instruction?
  - Over the 1.0 or the 2.0
  - Anywhere there is a decimal number
- Functions calculate a value of a certain type
  - Use the value whether that type is in an instruction

getDistanceTo

- What happens when this executes?
  - Moves to center of cow

Lots of built-in functions to use

Use math to adjust

- How do we stop poodle before the cow?
  - Use math
How do I get the flamingo to circle around the ostrich?

- Use turn with as seen by
- Which direction do you pick to go forward?
  - The ostrich is to the flamingo's left, so turn left

Properties

- What can you do with the paint property?
- What does painting an object with white paint do?
- What can you do with opacity property?
- What can you do with the vehicle property?

More on properties

- Where does one make a property permanently changed?
- What instructions do you get to use with properties?

Vehicle Property

- Consider
- What happens if the bluebird moves forward?
- What happens if the flamingo moves forward?
How does one create their own camera marker (not use the ones provided in Alice)?

What is the best object to use to make your own Camera marker?

Announcements

• Assignment 3 out today. Due Oct. 1.

• Note: Exam 1 is Thursday, Oct. 10.
  – Old exams are on the course website under resources tab

Class Today

• Using properties, built-in functions and math
• Creating class procedures