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

Don’t get behind!!!

- Difficult to catch up…
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

• 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

• 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

• 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.
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</th>
<th>TYPE</th>
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<tbody>
<tr>
<td>5.8</td>
<td>Decimal number</td>
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<tr>
<td>“CompSci 94”</td>
<td>TextString</td>
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<tr>
<td>right</td>
<td>Direction</td>
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<tr>
<td>6</td>
<td>Whole number</td>
</tr>
<tr>
<td>Object</td>
<td></td>
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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