CompSci 94
Classwork: Getting Started
Simple world with Cow and Cat
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Prof. Susan Rodger
Start Alice 3

• First choose a ground cover. I selected desert
The Interface

- Scene view
- Code editor panel
- Methods panel

Click here to setup scene
Scene Setup

Large view of scene

Library of objects

Camera views

Other controls

Change camera view, just a little with controls!
Add in an cow named Cow and a cat named Cat

- There are two different ways to add an object to the world.
- Add the cow by clicking on it. Goes to the center
- Add the cat by click and drag it to the right of the cow. Name it “Cat”
Adjust the camera a little

- Want the cow and cat a little lower
- Click on leftmost set of arrows, the top one
Now ready to code. Click on “edit code”

• Click on the cow
• See Procedures, things Cow can do
Click and Drag in code

• Drag in **DoInOrder** from the bottom
• Drag in the **Turn to face** instruction into the DoInOrder and select Cat as the target.
• Then click on the cat and drag in the **turn to face** instruction to select the cow

• Click run and they turn
Add the following instructions

• The cat says “watch what I can do” then jumps over the cow
• The cow says “Whoa!!!”
• The cow turns around
• The cat turns around
Code would be:

![Code Snippet]

```plaintext
do in order

- this.Cow turnToFace this.Cat add detail
- this.Cat turnToFace this.Cow add detail
- this.Cat say "Watch what I can do" add detail
- this.Cat move UP, 2.0 add detail
- this.Cat move FORWARD, 5.0 add detail
- this.Cat move DOWN, 2.0 add detail
- this.Cow say "Whoa!!!" add detail
- this.Cow turn LEFT, 0.5 add detail
- this.Cat turn RIGHT, 0.5 add detail
```
What Happens
Part 2 – Build this project

• Create a new Alice project with grassy desert.

• Add in three objects: a person (you can build one) and two 4-legged dogs ScottyDog and poodle.

• Setup as:
Your program should do:

• Person says dogs are talented.
• Poodle says “I spin”, moves forward a little, and turns all the way around.
• ScottyDog says “I jump”, moves forward the same amount, turns and faces the poodle and then jumps over the poodle.
• Poodle says “me too” and then jumps over ScottyDog
• Both dogs turn to face front
A Few Pictures of the Animation