Classes and Objects

• Which one is the object?
  - object                        class
  - An object is an instance of a class
  - The class defines the object
  - Then you can make lots of objects with the class

Inheritance

• Which is a superclass of the other?
  - Quadruped or Bear?
  - Quadruped is a superclass
  - Bear, cow, etc are subclass of quadruped

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

• If you write a Bear procedure, who can use it?
  - Only bears

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?

Use math to adjust

- How do we stop before the cow?

How do I get the flamingo to circle around the ostrich?
Properties

• What can you do with the paint property?

• What does 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 permanent?

• 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?

Announcements

• Assignment 3 due tonight.
• Assignment 4 out.
• Exam 1 is Feb. 19.
Class Today

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