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?
getDistanceTo

• What happens when this executes?
Lots of built-in functions to use
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