Announcements

• Assignment 2 due tonight.
  – Submit under assignments in Sakai

• Extension form on the course web page
  – If you are sick, or athlete traveling

Q1: 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?
Q3: Classes and Objects

• Which one is the object?

An object is an instance of a class.

The class defines the object.

Then you can make lots of objects with the class.

Q4: 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?

Class Today

• Creating class procedures