Q1. Write your own procedure

• Why would you want to write your own procedure?
  – Use it more than once
  – Write less code
  – Good for organizing your code

• What is another name for procedure?
  – Method
  – Instruction

Q2. How do you create a procedure?
Q2. How do you create a procedure?
- Click on 6-sided shape at top
- Select character whose procedure it is for
  – Bunny hop
- Select “Add bunny procedure”

Q3. Creating and Using procedures
- Where do you put the code for a procedure?
  – Procedure tab for new code
  – Be careful where you drop code. In hop or in myFirstMethod!!!
- How do you use new procedure? Where is it?
  – Under object’s procedures

Q4. Suppose you want to edit a procedure
- If the tab is not there, how do you get it back up so you can edit it?
Q4. Suppose you want to edit a procedure

• If the tab is not there, how do you get it back up so you can edit it?
  – Find procedure under object’s procedures
  – Click edit to the left of its name

Q5. Object Directions

• What direction are the arrows?
  – White
  – Blue
  – Red
  – Green

STOP HERE
Object Movements

- Objects turn, roll and move different directions
- Parts can also turn and roll
- Parts not intended to be moved
- Helps if you understand the orientation of objects

What about parts?

- Their orientation can be different!

Announcements

- Assignment 1 due tonight
- Assignment 2 out
  - Draw a storyboard
  - Create an Alice program
  - Make a zoom video, explanations and run it
- Next time – make procedures more flexible and camera controls
- QZ4 due Tuesday when class starts!
  - This quiz will turn off so be sure to do it!
Class Today

- Writing procedures
- Includes part movements