Announcements

• Assignment 2 due on Tuesday, Sept 14
  – Storyboard
  – Alice program
  – Make a Video – talk about code, run

• How to Submit Assignment 2
  – Storyboard, Alice program, video → Sakai
  – URL for Video → Reflect form

• Coming– procedures for classes of objects, and properties.

• QZ06 due Tuesday by class time

Review – Parameters/Arguments
Write the **tortoise kick** procedure

• It has three parameters
  – **itemKicked** of type **Prop** – the item to kick
  – **direction** of type **moveDirection** – the direction for the **itemKicked** object to move
  – **howFar** of type **DecimalNumber** – the distance for the item kicked to move

Review
Defining instruction, using parameters

• Defining the instruction

• Using the parameters in the kick code
Review
Defining instruction, using parameters

- Defining the instruction
- Using the parameters in the kick code

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Review
Defining instruction, Calling instruction

- Defining the instruction
- Calling the instruction in myFirstMethod
  pass arguments to parameters

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Review
Defining instruction, Calling instruction

- Defining the instruction
- Calling the instruction in myFirstMethod
  pass arguments to parameters

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Call second time with different arguments!
Q1. Camera Views

• How do you line up the animals in the front in a line?
• How do I make sure the animal behind the ogre is directly behind it?

Q2. Setup Scene

• What other views can you use beside Starting Camera View?

Q3. Camera Markers

• How does one create a camera marker?
  – Move camera to location.
  – Click on add camera marker in scene setup
  – Give camera marker a name.
• How does one use a Camera Marker during animation?
  – Use camera with moveAndOrientTo instruction to change a scene.

Q4. More on Camera markers

• When do you add Camera markers?
• What do these buttons mean?
  A)
  B)
  C)
Q5. Setting up a CameraMarker

• How does one setup camera for side view?
  – (give all the steps you would do)

Class Today

• Continue writing procedures with parameters
• Moving between camera views