Announcements

- Assignment 3 due Sept. 23.
- Note: Exam 1 is Tuesday, Sept 28
  - Old exams are on the course website under resources tab
  - We will review for the exam on Sept 23
  - If you get accommodations for exams, you should have had your letter sent to Prof. Rodger, and she would have contacted you.

Q1. Built-in Functions

- Where can you use the cow getHeight function in this instruction?

Q2. getDistanceTo

- What happens when this executes?
Q3. Use math to adjust

- How do we stop poodle before the cow?

Q4. How do I get the flamingo to circle around the ostrich?

Q5. Properties

- What can you do with the paint property?
- What does painting an object with white paint do?
- What can you do with opacity property?
- What can you do with the vehicle property?
Q6. More on properties

- Where does one change a property instantly when not running code?

- What instructions do you get to use with properties?

Q7. Vehicle Property

- Consider

- What happens if the bluebird moves forward?

- What happens if the flamingo moves forward?

Q8. How does one create their own camera marker (not use the ones provided in Alice)?
What is the best object to use to make your own Camera marker

Class Today

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