Writing Class Procedures
Built-in Functions, Math, Properties

September 16, 2021

Prof. Susan Rodger
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?
Lots of built-in functions to use
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?

- Use turn with as seen by
- Which direction do you pick to go forward?
  - The ostrich is to the flamingo's left, so turn left
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

[Image of a bird and a flamingo]

• 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)?
STOP HERE
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