## CompSci 94 Introduction to Programming Animation and Virtual Worlds August 18, 2020





#### Prof. Susan Rodger

## Class Today

- Go over syllabus, web page
- Introduce computer science and Alice
- Demo of Alice
  - Simple world/sample Alice worlds
- Classwork Get to know each other

www.cs.duke.edu/courses/fall20/compsci094

#### About Prof. Rodger





How do you keep your sanity?







#### TA/UTA introductions

 Computer science is no more about computers than astronomy is about telescopes. - Edsger Dijkstra



 Computer science is not as old as physics; it lags by a couple hundred years. However this does not mean that there is significantly less on the computer scientist's plate than on the physicist's: younger it may be, but it has had a far more intense upbringing! - Richard Feynman



## Computer Science is a young discipline

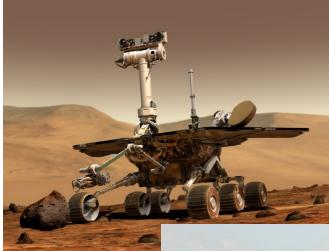
 First computer science department formed in 1962
 PURDUE

RSITY



Samuel D. Conte Professor emeritus of computer science and mathematics was the founding department head of the nation's first computer science program. October 1962.

• Artificial Intelligence





Roomba





Self-driving car

CompSci 94 Fall 2020

7



Personal Robot

• Medicine, Genomics

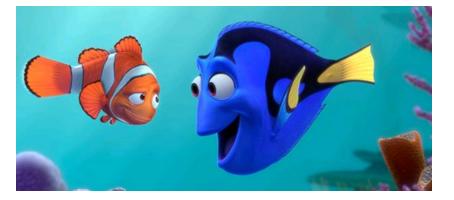


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• Animation





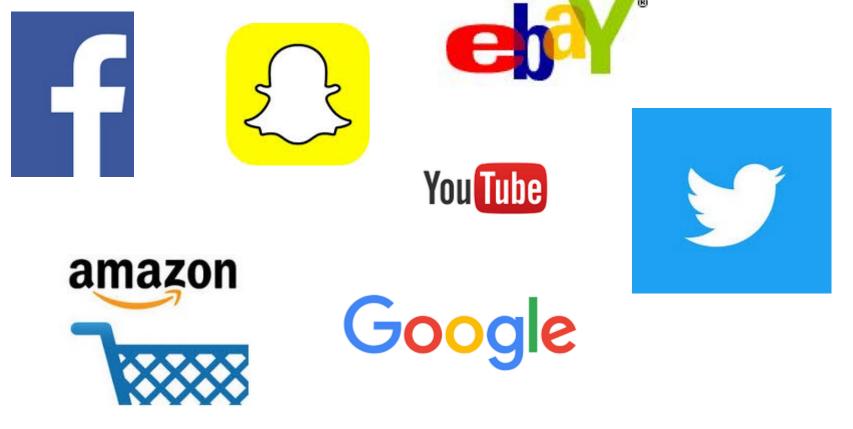




CompSci 94 Fall 2020

9

• The Organization of Data, Sharing, and Searching

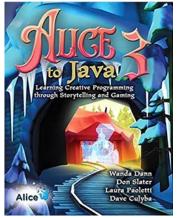


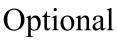
## Computer Science and Programming

- Computer Science is more than programming
  - Called *Informatics* in many countries
  - Elements of both science and engineering
  - Elements of math, physics, cognitive science, music, art, and many other fields
- To some programming is an art, to others a science, to others an engineering discipline.

## What Will We Do in CompSci 94?

- Alice 3 programming
- Logistics bring to online lecture
  - laptop/computer
  - optional Textbook
  - Instead: Free videos





### Videos – Watch and take online quiz (on Sakai) before class Prof. Susan Rodger/Prof. Steve Cooper



## How CompSci 94 Will Work

- In Class
  - Lecture/demos short
  - Classwork
  - REQUIRED ATTENDANCE
  - Checkoff Classwork
- Outside of class
  - Complete work not finished in class
  - Watch/Do Videos before class
  - Online Quizzes before class
  - Assignments

# Don't Send email, use Piazza to ask questions!

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#### What Is Alice?



- A modern programming tool
  - 3-D graphics
  - 3-D models of objects
- Animation
  - Objects can be made to move around virtual world (a simulation or video game)
     CompSci 94 Fall 2020 16

### What does Alice run on?

 Alice is written in Java – should run on many systems

– supports Mac and PC

- Which version of Alice are we using?
  - Alice 3 (NOT netbeans version, NOT beta)
  - Alice.org, see the CompSci 94 resources page
  - Note: Alice 3 is quite a bit different from Alice version 2

## Example from Alice 2



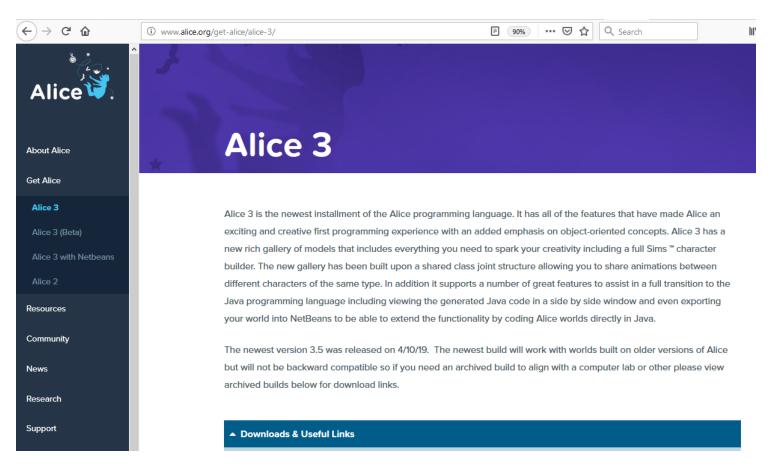
#### Some Alice 3 examples

#### Who are you? https://bit.ly/cps94f20-0818-1

#### The Power of Alice

- Automatically keeps track of 3-D objects
  - What objects are in the virtual world
  - Types of objects
  - Positions of objects in the world

# Download Alice 3 from alice.org, NOT Alice 2! NOT netbeans, NOT Beta!



#### Alice Demo



#### Code

do in order		
turnToFace (this.Cat) add detail		
turnToFace this.Cow add detail		
this.Cat say /Watch what I can do add detail		
(this.Cat ▼ move CUP ▼, ≅2.0 ▼ add detail ▼		
(this.Cat move FORWARD , 5.0 add detail)		
(this.Cat v move COWN v, ≘2.0 v add detail v		
this.Cow say Whoa!!! add detail		
turn □LEFT▼, Ξ0.5▼ add detail▼		
(this.Cat) turn [RIGHT], E0.5 add detail		

## For Thursday!

- No Alice classwork today but usually you would finish it
- Download Alice 3 if you haven't yet
- Assignment 1 out Due Aug 27
  This assignment does not use Alice
- Watch videos and answer questions for online quiz BEFORE coming to class.