CompSci 94
Introduction to Programming
Animation and Virtual Worlds
August 20, 2020

Prof. Susan Rodger

Review : How CompSci 94 Works

- BEFORE CLASS
  - Watch Alice videos – 30-60 minutes
    - Build Alice project as you watch
  - Take Quiz on Sakai – (turns off when class starts)

- IN CLASS
  - Review Content from Videos
  - Classwork: Write an Alice program
  - Get Classwork checked off

- AFTER CLASS
  - Complete work not finished in class – checkoff next class
  - Assignments

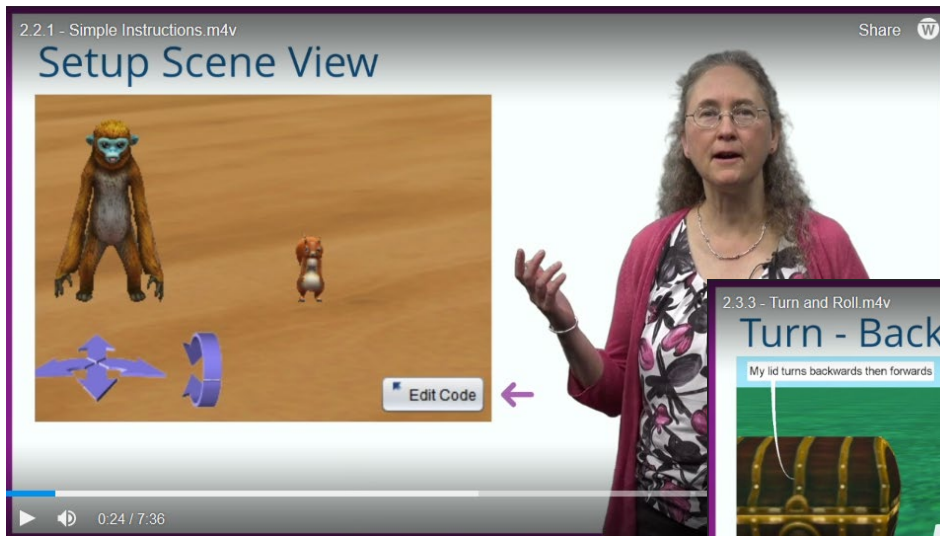# Practice, Practice, Practice

Practice results in Success
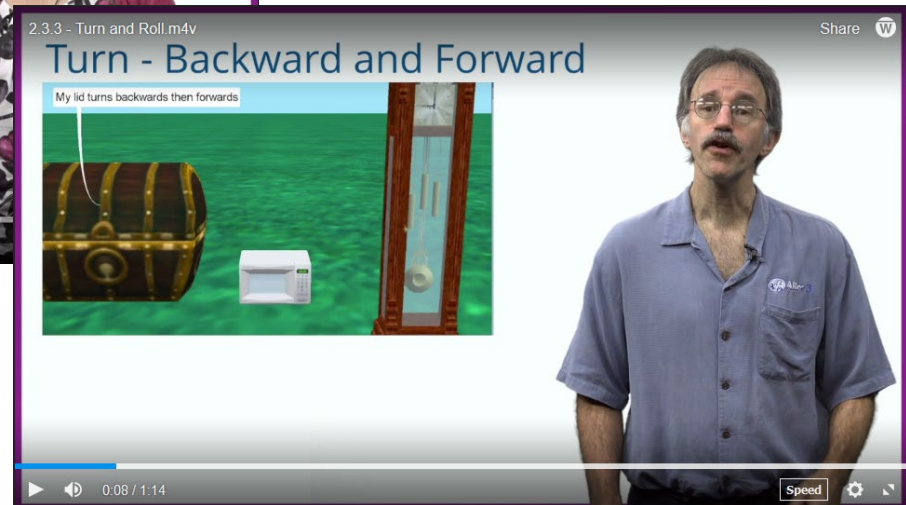
Don't get behind!!!

- Difficult to catch up…

Videos/Quizzes
Don't get behind!

Susan Rodger
Duke University

Steve Cooper
Univ. Nebraska, Lincoln

Video Review

- How do you add objects to the scene?

- In which class do you find people?

- In which class do you find eagle?

Video Review

- How do I move/turn the panda with a mouse?

Video Review

- Instructions – what additional info goes with them?
  - Move

  - Turn

  - Say

Video Review

- What is a one-shot?

- Give an example for how a one-shot might be useful.

Video Review – what data types?

DATA   TYPE

- 5.8

- "CompSci 94"

- right

- 6

-

Announcements

- Assignment 1 due Tuesday night
  - Do at least five levels of exercise, submit a picture of how far you got
  - Submit with **websubmit**
- Watch videos and take QZ2 for Tuesday
- Classwork today
  - Check off when finished, or check off next time

Class Today

- Build project with panda on the moon