# CompSci 94
# Inheritance: Writing Class Procedures
# September 8, 2020



Prof. Susan Rodger

# Announcements

- Assignment 2 due tonight.
  - If you have trouble with websubmit, submit under assignments in Sakai
  - For the video, if you make a video on your computer, then upload it to YouTube and send us that URL, be sure to make it public
  - DO NOT submit a video, DO NOT email it
- Extension form on the course web page
  - If you are sick, or athlete traveling

# WOTO-1 Cameras/Inheritance
# http://bit.ly/94f20-0908-1

- Remember to introduce yourselves
- Discuss and everyone fill out a form
- 12 minutes

# Review: Camera Markers

- When do you set up camera markers?

- I want to create three camera markers: initialView, topView, rightSideOfPigView. Which one do I create first?

# Review: Camera Markers

- Why is it important to save the initial camera location before moving the camera?

# Classes and Objects

- Which one is the object?

# Inheritance

- Which is a superclass of the other?
  - Quadruped or Bear?

- If you write a quadruped procedure, who can use it?

- If you write a Bear procedure, who can use it?

# Class Today

- Creating class procedures