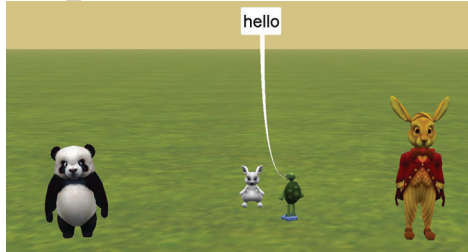


CompSci 94

Writing Class Procedures

Built-in Functions, Math, Properties

September 10, 2020



Prof. Susan Rodger

9/10/2020

CompSci 94 Fall 2020

1

Announcements

- Assignment 2 – extended til 9/10, 11:59pm
 - Everyone MUST SUBMIT ON WEBSUBMIT by tonight.
 - Websubmit is fixed, Try again
 - If you submitted on Sakai, NOW SUBMIT on WEBSUBMIT!
- Assignment 3 out today. Due Sept. 22
- Note: Exam 1 is Tuesday, Sept 29
 - Old exams are on the course website under resources tab

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2

WOTO-1 Properties, Math

<http://bit.ly/94f20-0910-1>

- Remember to introduce yourselves
- Discuss and each of you fill out a form
- 9 minutes

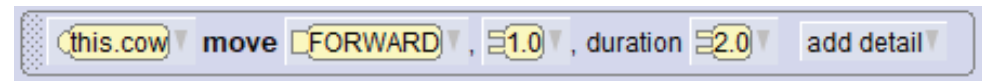
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3

Built-in Functions

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



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4

getDistanceTo

- What happens when this executes?

`this.poodle` move `FORWARD` , `this.poodle` getDistanceTo `this.cow`

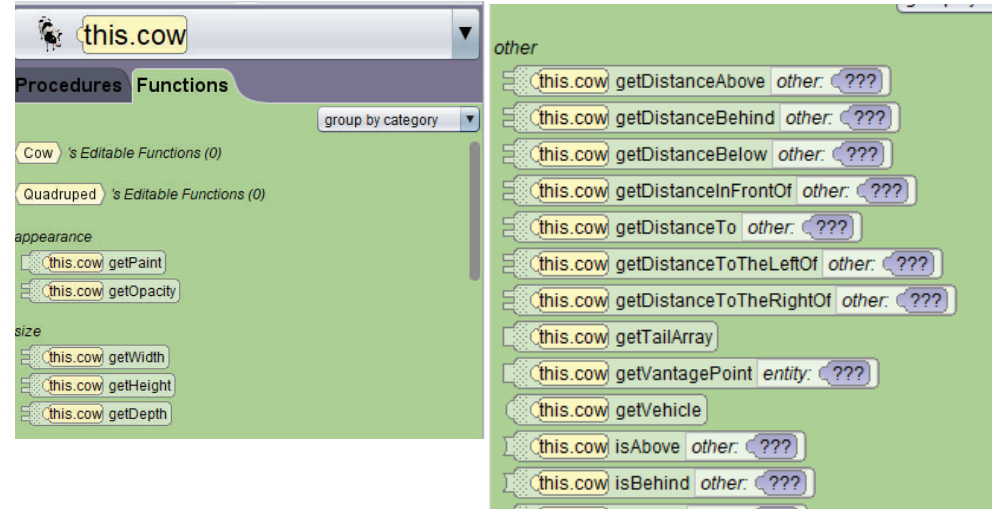


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Lots of built-in functions to use

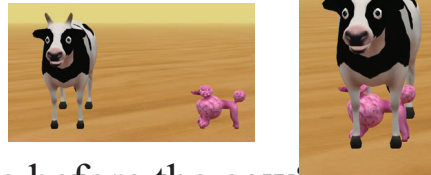


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Use math to adjust



- How do we stop poodle before the cow?

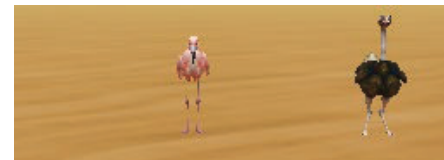
`this.poodle` move `FORWARD` , `this.poodle` getDistanceTo `this.cow`

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9

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



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11

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?

More on properties

- Where does one change a property instantly when not running code?
- What instructions do you get to use with properties?

Vehicle Property

- Consider



- What happens if the bluebird moves forward?
- What happens if the flamingo moves forward?



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

