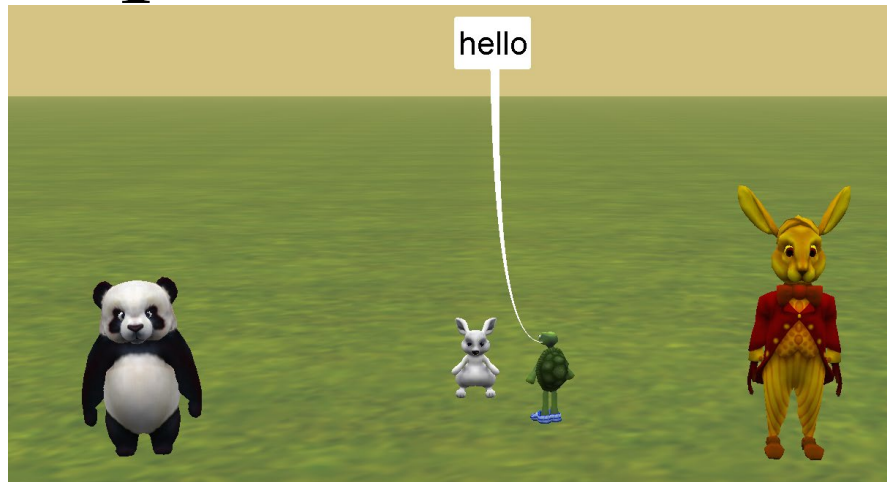


CompSci 94

Writing Class Procedures

Built-in Functions, Math, Properties

September 10, 2020



Prof. Susan Rodger

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

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

Built-in Functions

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



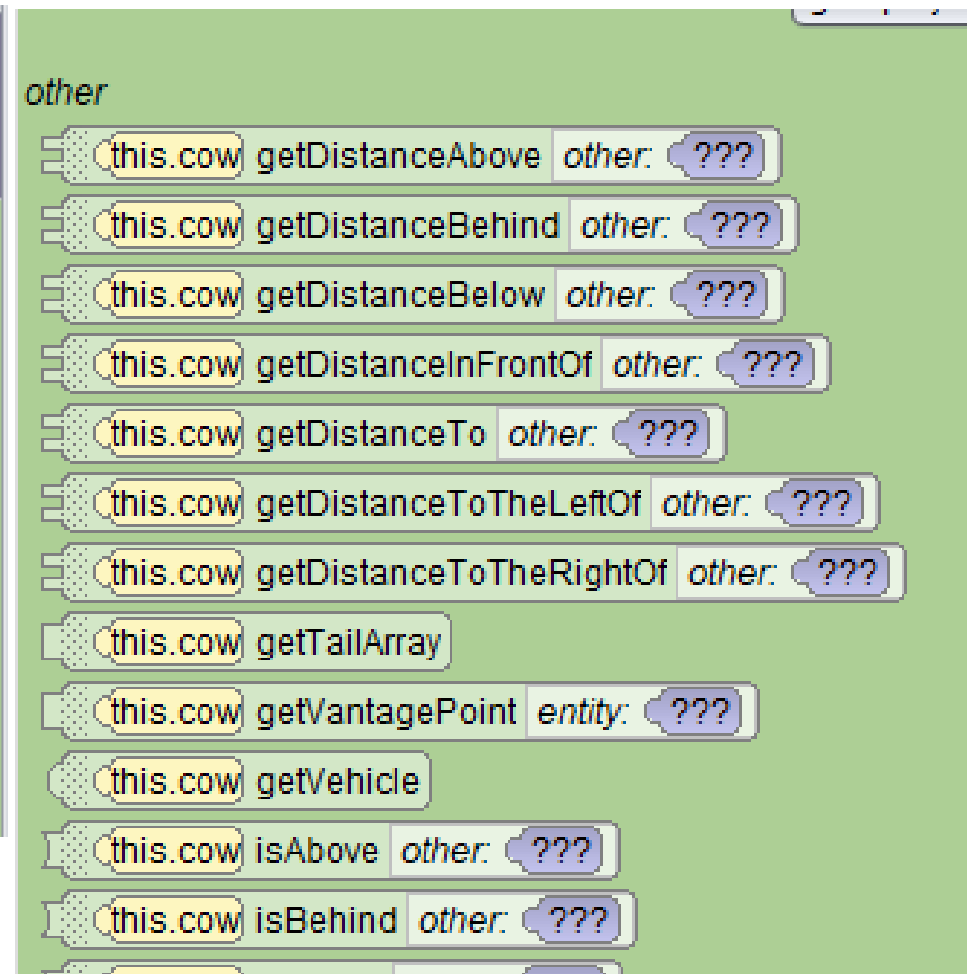
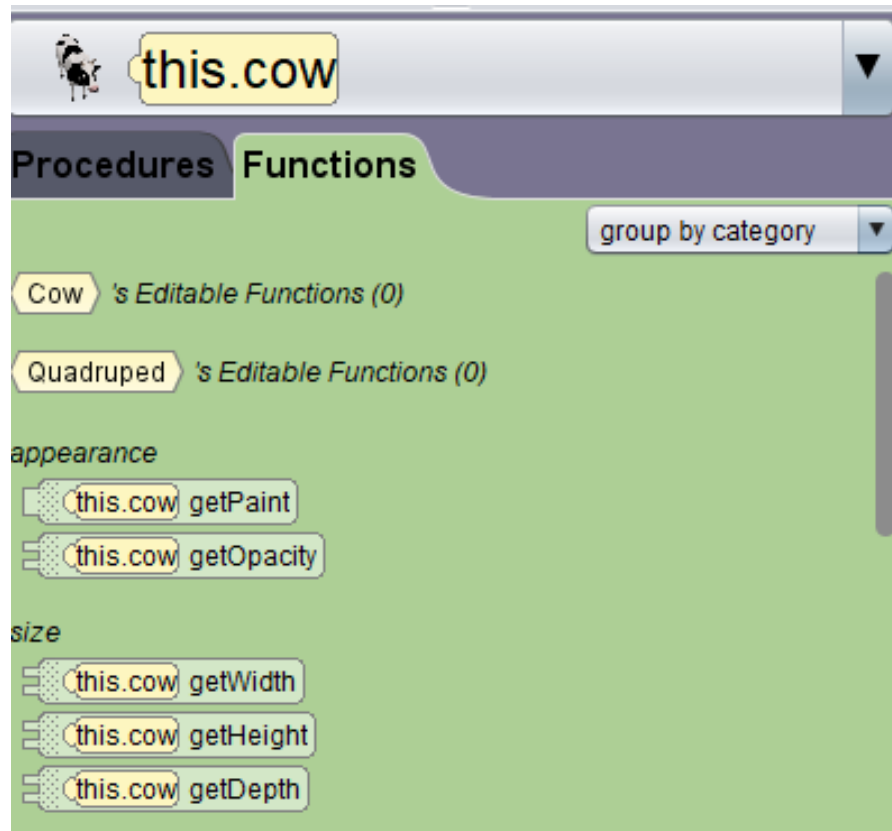
getDistanceTo

- What happens when this executes?

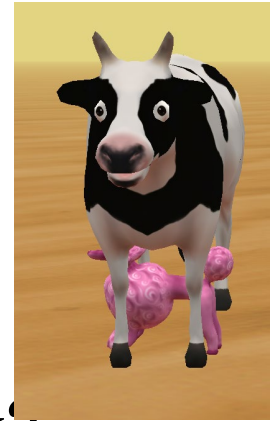
```
this.poodle ▾ move FORWARD ▾ , = this.poodle ▾ getDistanceTo this.cow ▾ ▾
```



Lots of built-in functions to use



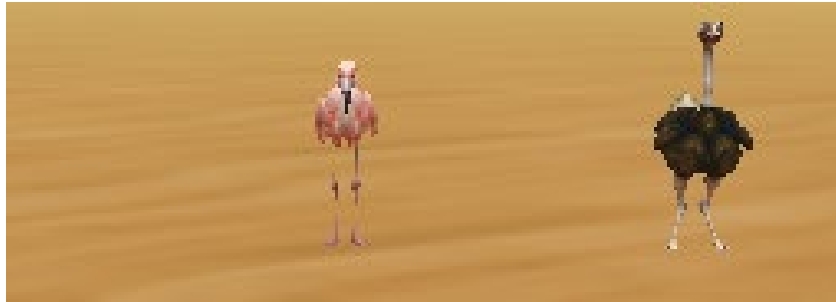
Use math to adjust



- How do we stop poodle before the cow?

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

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



Properties

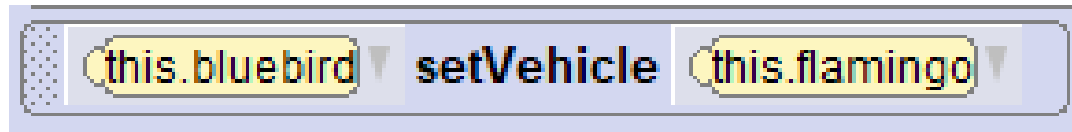
- What can you do with the paint property?
- What does painting an object with white paint do?
- What can you do with opacity property?
- What can you do with the vehicle property?

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

