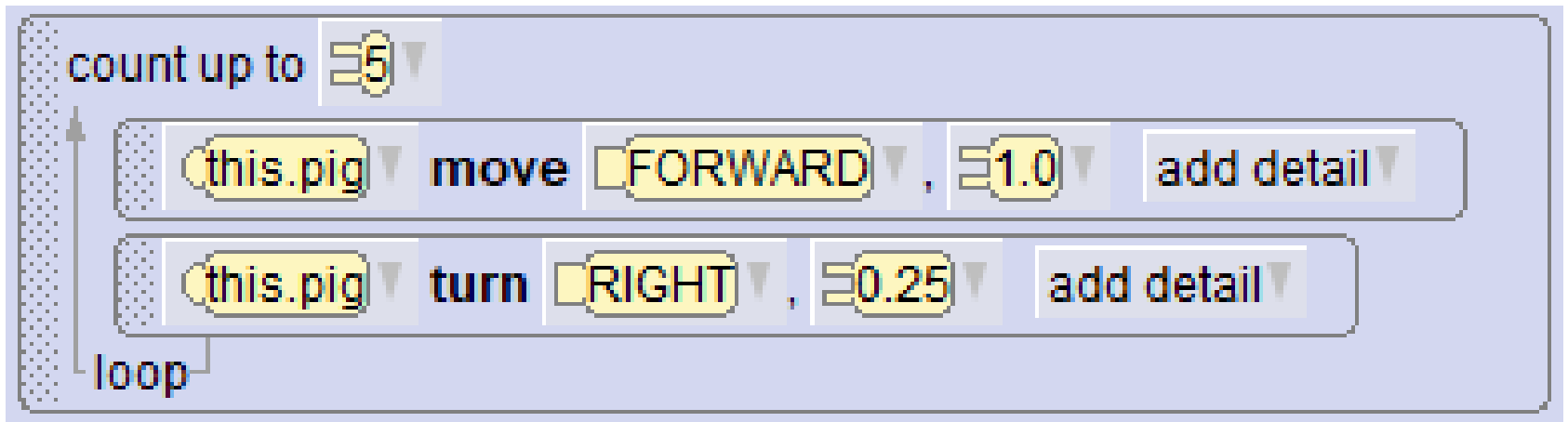


# CompSci 94

## Introduction to Programming Animation and Virtual Worlds

September 22, 2020



Prof. Susan Rodger

# Announcements

- Assignment 3 extended due to course web page down
  - Now due 9/23/20
- Next class period review.
- No Videos and RQ until after exam.
  - Next RQ due date is Oct 1
- Today's classwork can be checked off Oct 1!

# Exam 1

- Exam 1 Tuesday, Sept 29
  - See Exam1 Reference sheet
  - See old exams and some marked Old Exam1s (marked out problems not relevant) on Thursday's date
  - More old exams under resources tab (with answers)
  - Next time review for the exam
  - Exam is online during class time
    - Practice typing code into a text file!
- Once exam is graded it will be turned back electronically using Gradescope.

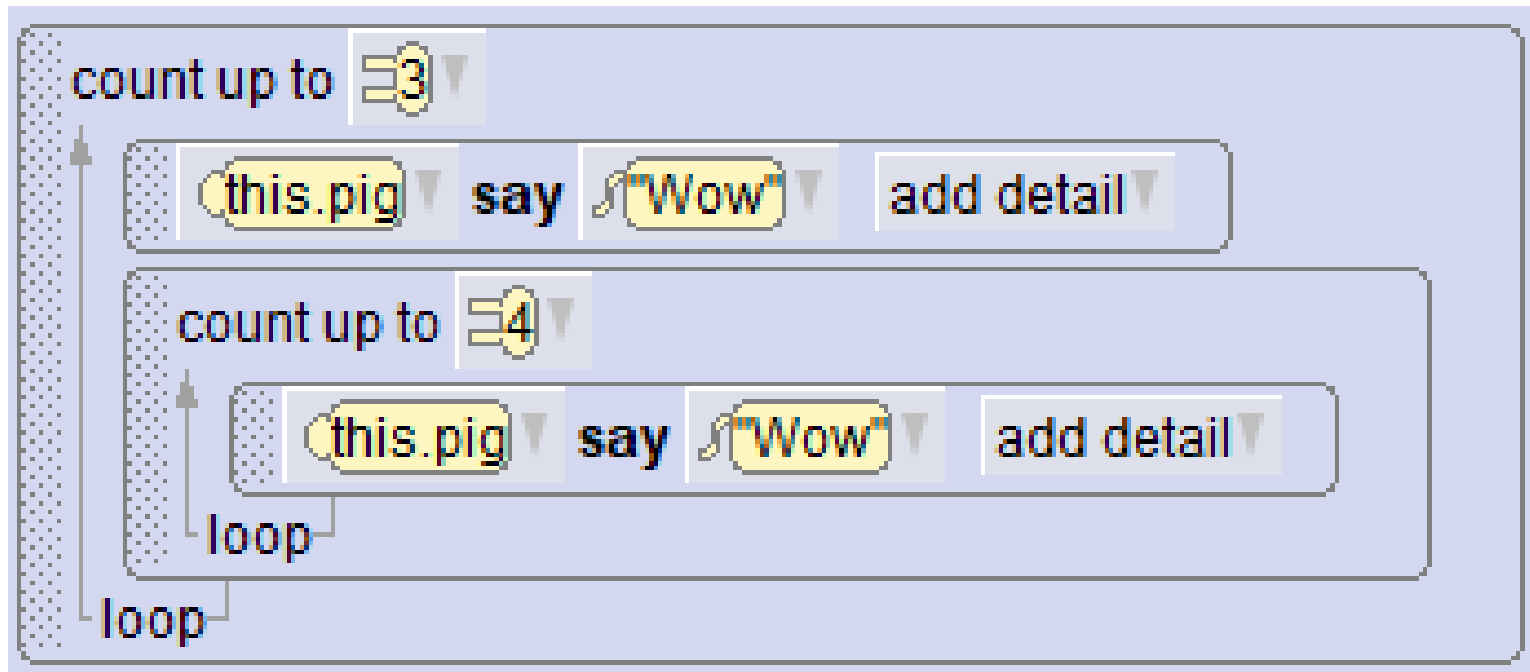
# WOTO Saving Objects, Repetition

<http://bit.ly/94f20-0922-1>

# How do you save an Alice object to read into another project?

Why would you want to save an  
object and read it into another  
Alice program?

# How many times does the pig say Wow?



# Count loop

- What **type** of value can you use for the number for the count loop?
- Suppose you want your object to hop repeatedly until it stops in front of an object. How do you do that with a count loop?



# Class Today

- Create talented bunny – can walk
- Create talented dalmatian – jump with legs stretched
- Save them out and put them in another Alice project

