

# CompSci 94

## Inheritance: Writing Class Procedures

### September 14, 2021



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# Announcements

- Assignment 2 due tonight.
  - Submit under assignments in Sakai
- Extension form on the course web page
  - If you are sick, or athlete traveling

# Q1: 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?

# Q1: Review: Camera Markers

- When do you set up camera markers?
  - LAST, after everything else in your scene is setup
  - Camera markers can freeze your scene!
- I want to create three camera markers: `initialView`, `topView`, `rightSideOfPigView`. Which one do I create first?
  - `initialView`
  - Setup a camera marker BEFORE moving the camera so you can get back to the initial view.

# Q2: Review: Camera Markers

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

## Q2: Review: Camera Markers

- Why is it important to save the initial camera location before moving the camera?
  - The camera is facing the center of the virtual world. When you add objects by double clicking on them, they are always put in the center of the virtual world

# Q3: Classes and Objects

- Which one is the object?



# Q3: Classes and Objects

- Which one is the object?



- object
- class
- An object is an instance of a class
- The class defines the object
- Then you can make lots of objects with the class



# Q4: 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?

# Q4: Inheritance

- Which is a superclass of the other?
  - Quadruped or Bear?
  - Quadruped is a superclass
  - Bear, cow, etc are subclass of quadruped
- If you write a quadruped procedure, who can use it?
  - Any quadruped
- If you write a Bear procedure, who can use it?
  - Only a bear

# Class Today

- Creating class procedures

