CompSci 94
Introduction to Programming Animation and Virtual Worlds
October 12, 2021

count up to 5

this.pig move FORWARD , 1.0   add detail

this.pig turn RIGHT , 0.25   add detail

loop
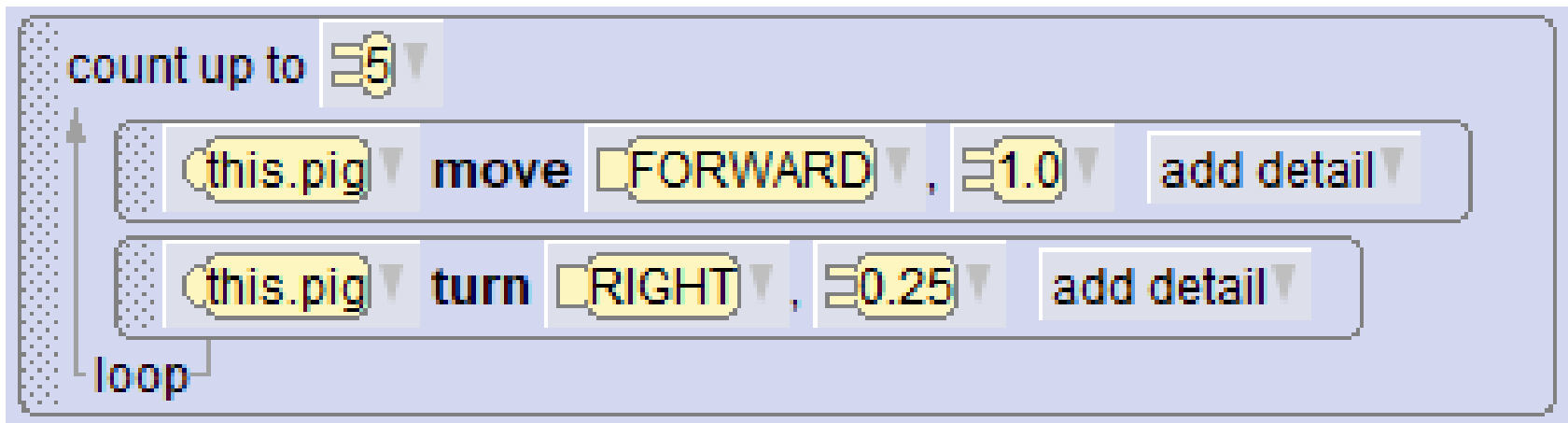
Prof. Susan Rodger

Announcements

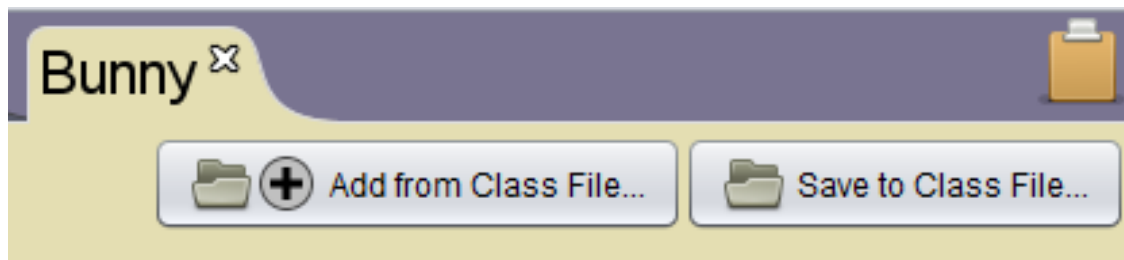- QZ and Videos due before next class

Q1. How do you save an Alice object to read into another project?

Q1. How do you save an Alice object to read into another project?

- Start with six-sided shape and select the object

- Select "Save to class file"

- Give it a different name to distinguish it

# Q2. Why would you want to save an object and read it into another Alice program?

Q2. Why would you want to save an object and read it into another project?

- Re-use code
  - Bunny already knows how to walk/hop etc.
- What do you need to do to take advantage of this?
  - Write lots of object procedures before saving it out.

Q3. How many times does the pig say Wow?
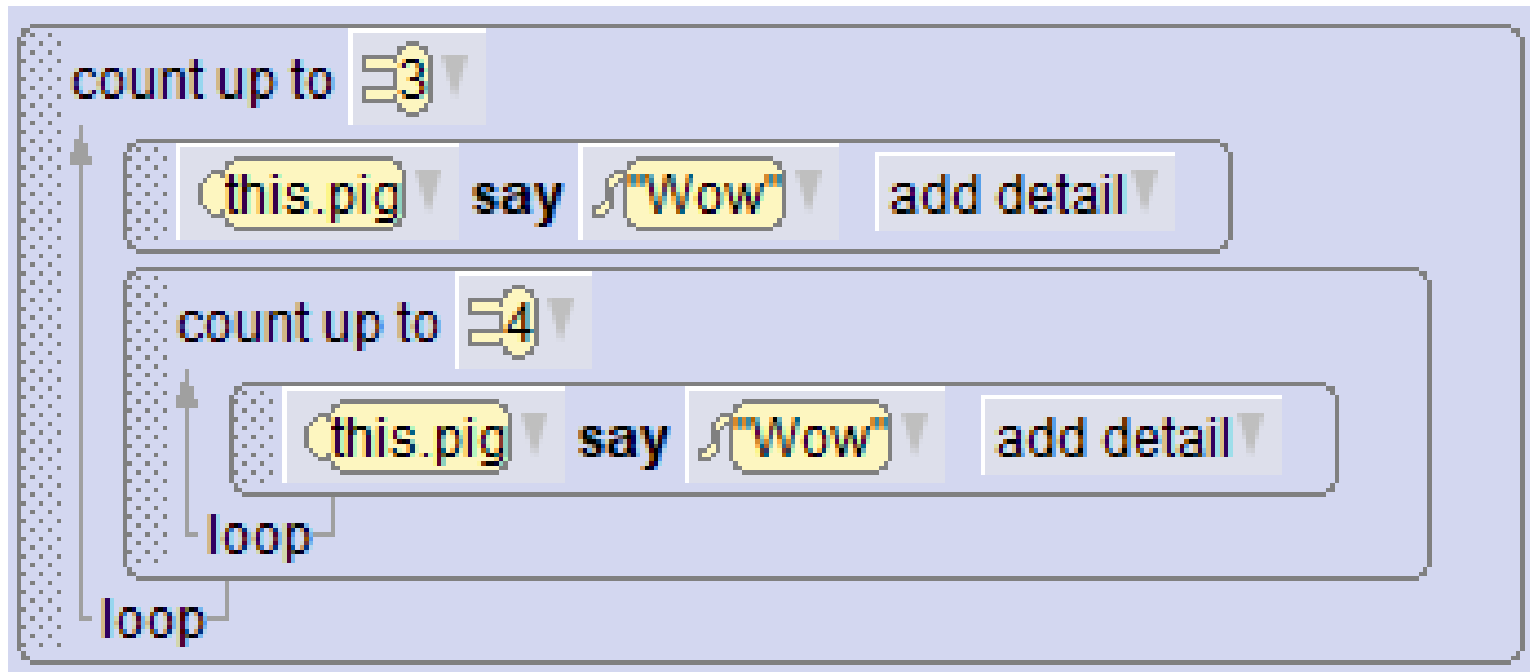
Q3. How many times does the pig say Wow?
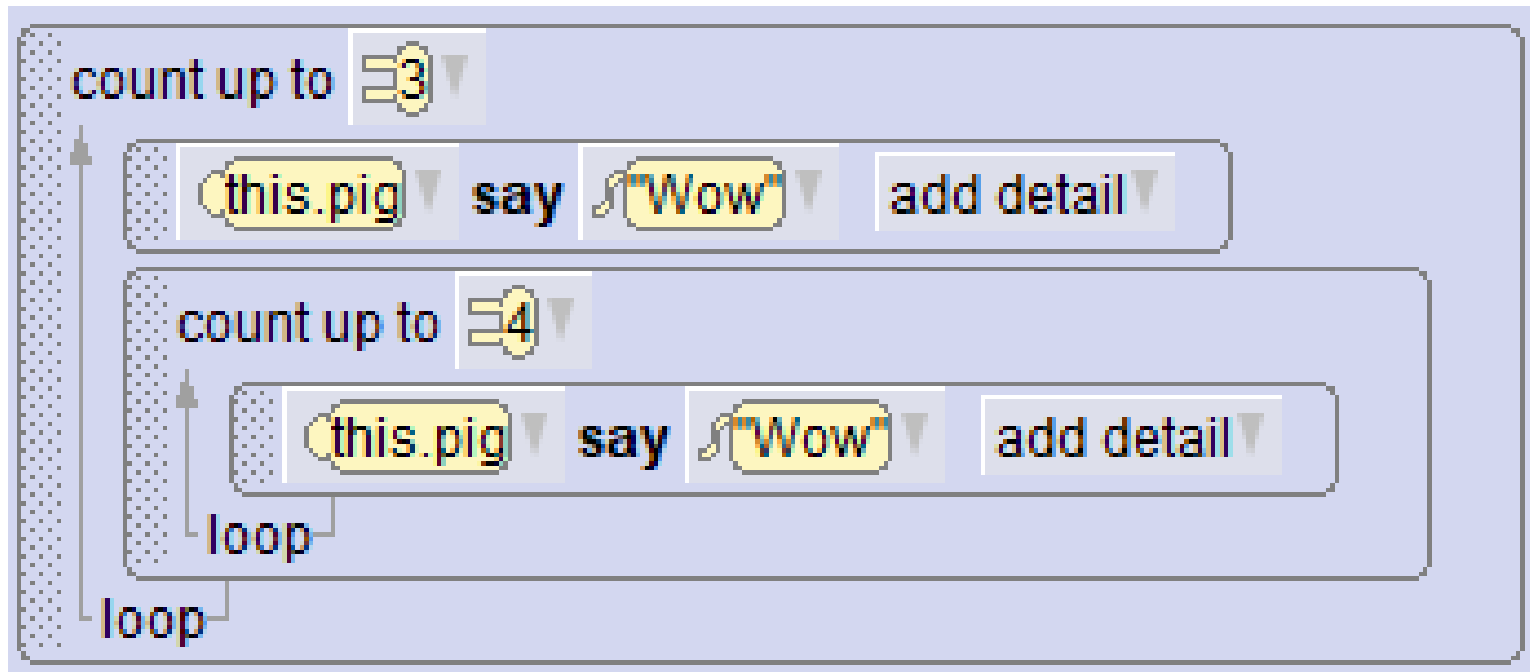
- 15 times total
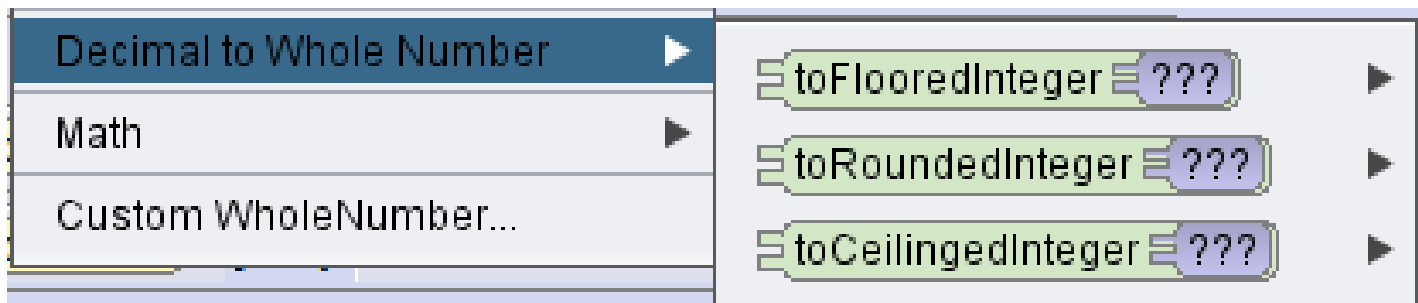 - 3 for first say, 4*3=12 for second say

Q4. Count loop

- What **type** of value can you use for the number for the count loop?

- Suppose you want your object to hop repeatedly towards another object until it stops in front of the object. How do you do that with a count loop?
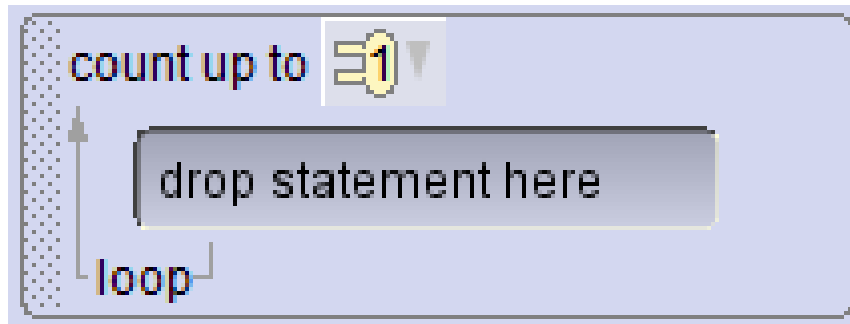
Q4. Count loop

- What **type** of value can you use for the number for the count loop?

  – Only a whole number

- 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?

  – Convert the decimal distance into an integer and use that integer

Decimal to Whole Number ▶	
Math ▶	toFlooredInteger ??? ▶
Custom WholeNumber...	toRoundedInteger ??? ▶
	toCeilingedInteger ??? ▶

More detail on Count with function

- First: pick any number

count up to 1
drop statement here
loop

- Second: Decimal to Whole number option

count up to toFlooredInteger 1.0
drop statement here
loop

More detail on Count with function (cont)

- Third: Drop built-in function over decimal number

```
count up to  toFlooredInteger  this.bunny  getDistanceInFrontOf  this.panda  add detail

   this.bunny  hop

loop
```
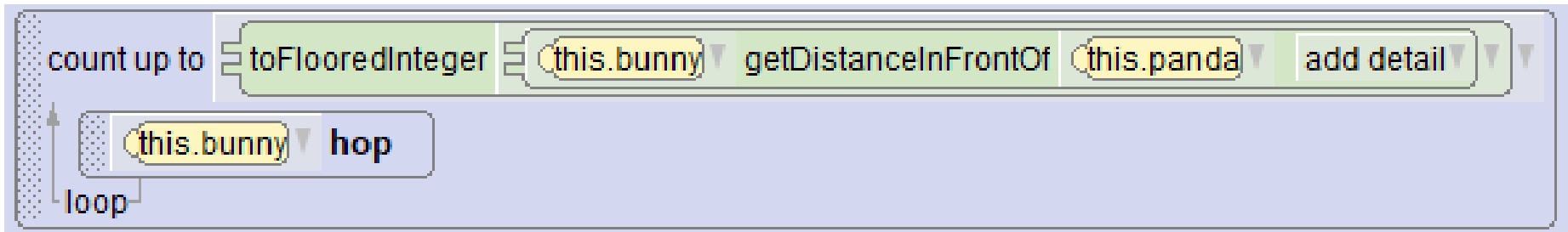
More detail on Count with function (cont2)

- All the code (must make sure bunny and panda facing each other in order to use getDistanceInFrontOf)

Class Today

- Create talented bunny – can walk

- Create talented dalmatian – jump with legs stretched

- Save them out and put them in another Alice project