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
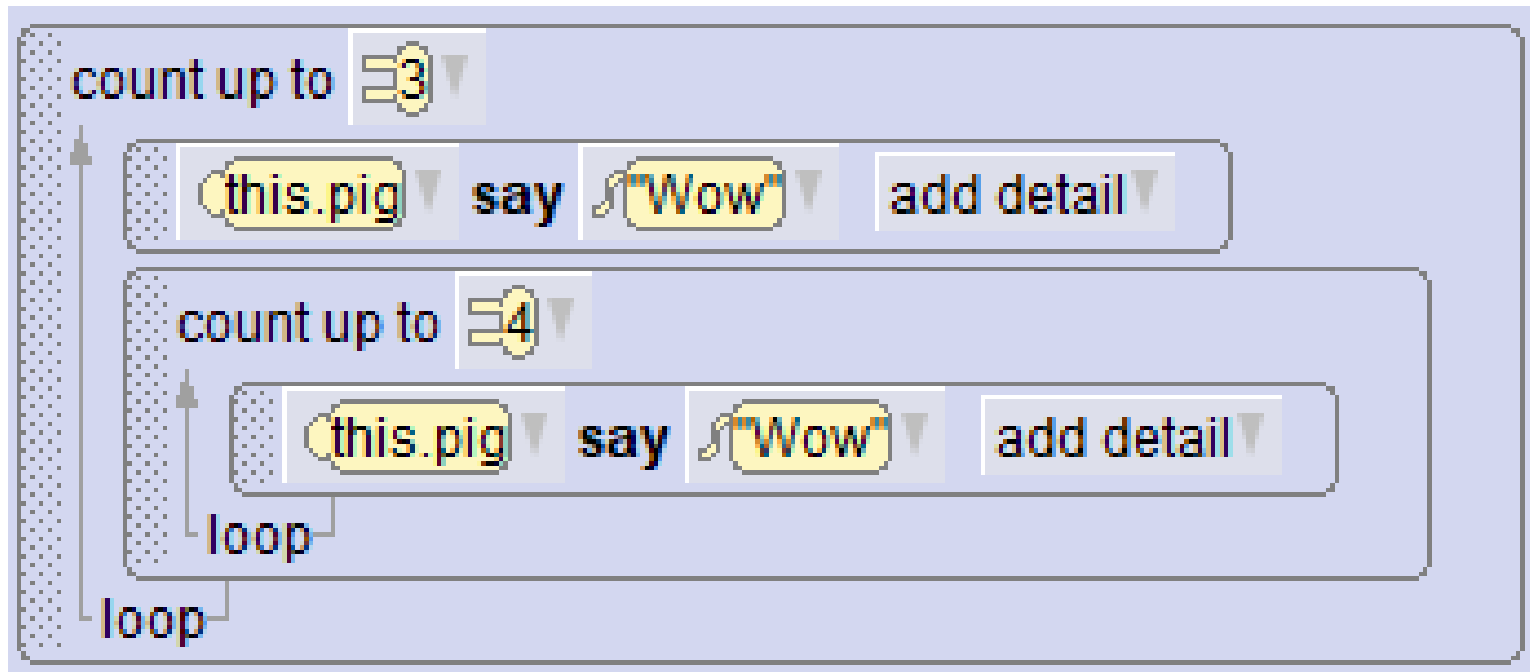```
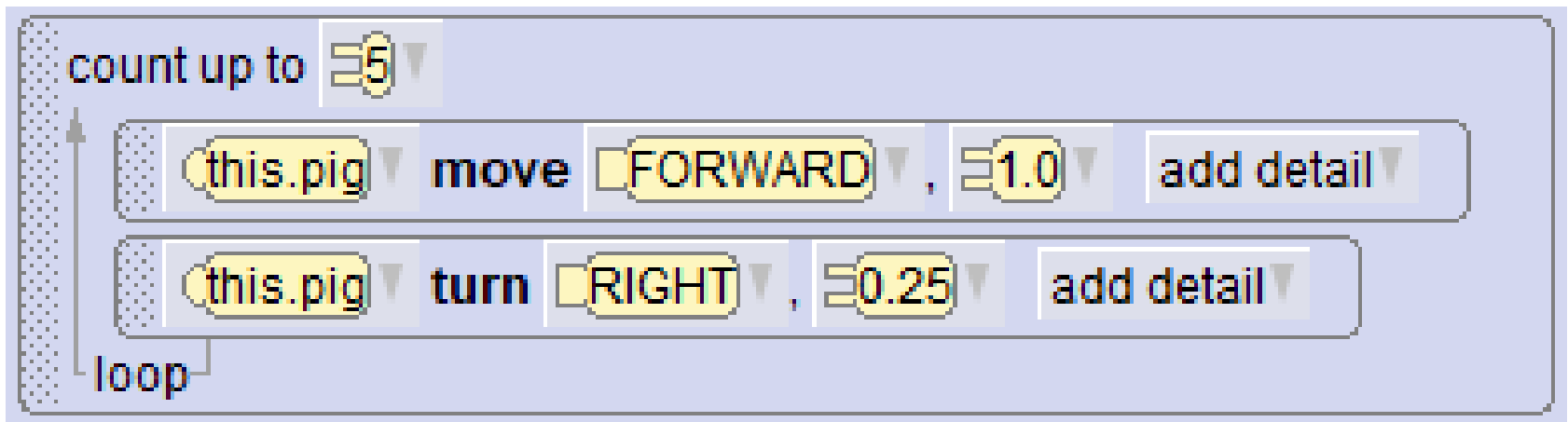
## Prof. Susan Rodger

# Announcements

- QZ and Videos due before next class

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

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

# Q3. How many times does the pig say Wow?

# 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?

# Class Today

- Create talented bunny – can walk

- Create talented dalmatian – jump with legs stretched

- Save them out and put them in another Alice project