

# CompSci 94

## Inheritance: Writing Class Procedures

### September 20, 2022



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# Announcements

- Assignment 2 due tonight.
  - Submit under assignments in Sakai
    - Storyboard, Alice program (.a3p file), video
- 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?

## Q2: Review: Camera Markers

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

# Q3: Classes and Objects

- Which one is the object?



# 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?

# Class Today

- Creating class procedures

