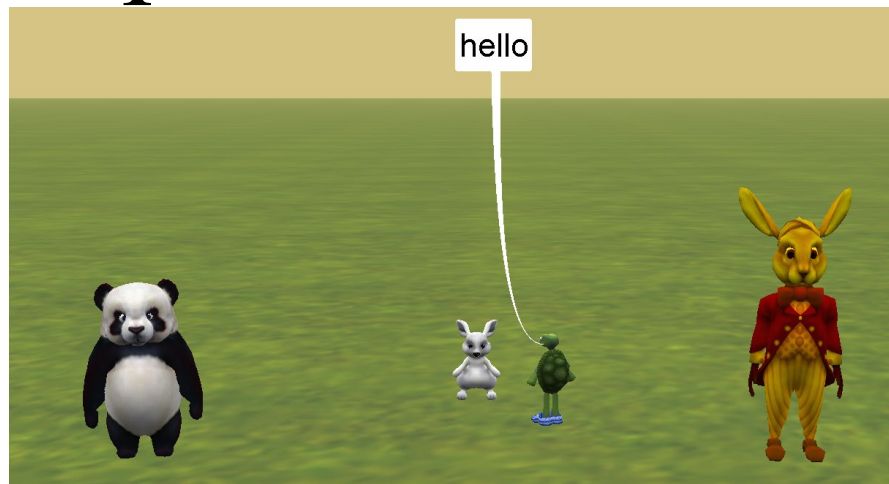


CompSci 94

Writing Class Procedures

Built-in Functions, Math, Properties

September 22, 2022



Prof. Susan Rodger

Announcements

- Note: Exam 1 is Tuesday, Oct 4
 - Old exams are on the course website under resources tab
 - We will review for the exam on Sept 27
 - If you get accommodations for exams, you should have had your letter sent to Prof. Rodger, and she would have contacted you.

Q1. Built-in Functions

- Where can you use the `cow getHeight` function in this instruction?

```
this.cow ▾ move FORWARD ▾ , 1.0 ▾ , duration 2.0 ▾ add detail ▾
```

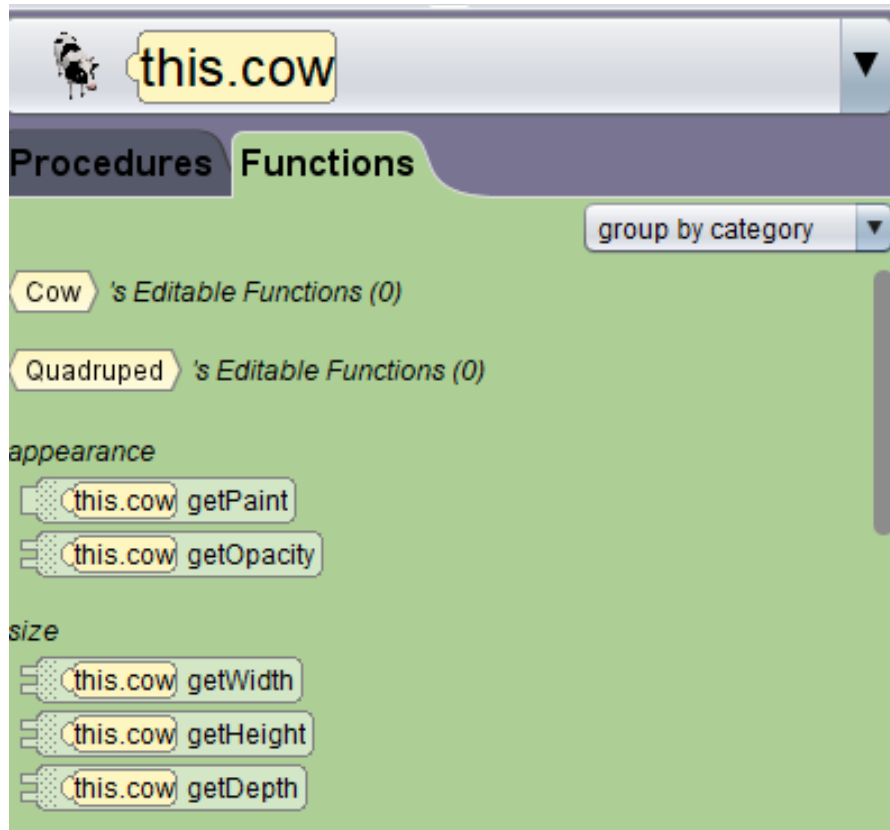
Q2. getDistanceTo

- What happens when this executes?

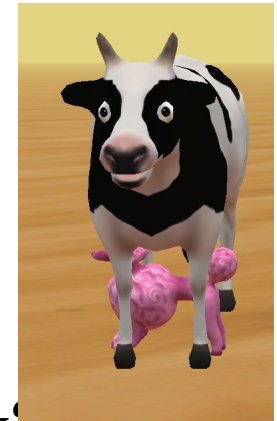
```
this.poodle move FORWARD , this.poodle getDistanceTo this.cow
```



Lots of built-in functions to use



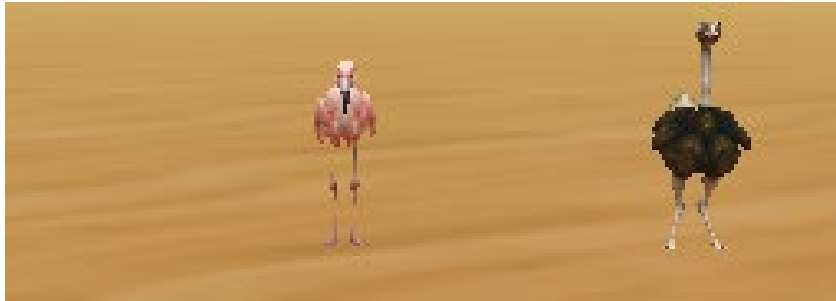
Q3. Use math to adjust



- How do we stop poodle before the cow?

```
this.poodle ▾ move FORWARD ▾ , = this.poodle ▾ getDistanceTo this.cow ▾ ▾
```

Q4. How do I get the flamingo to circle around the ostrich?



Q5. Properties

- What can you do with the paint property?
- What does painting an object with white paint do?
- What can you do with opacity property?
- What can you do with the vehicle property?

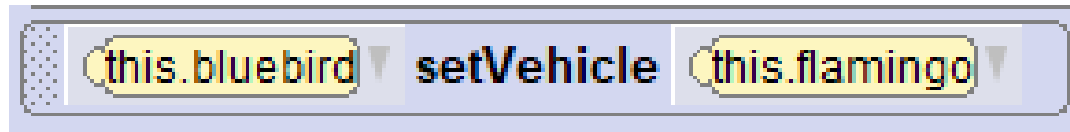
Q6. More on properties

- Where does one change a property instantly when not running code?

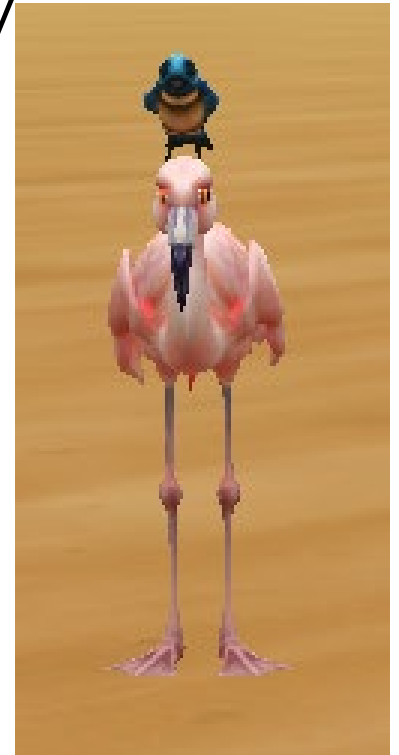
- What instructions do you get to use with properties?

Q7. Vehicle Property

- Consider



- What happens if the bluebird moves forward?
- What happens if the flamingo moves forward?



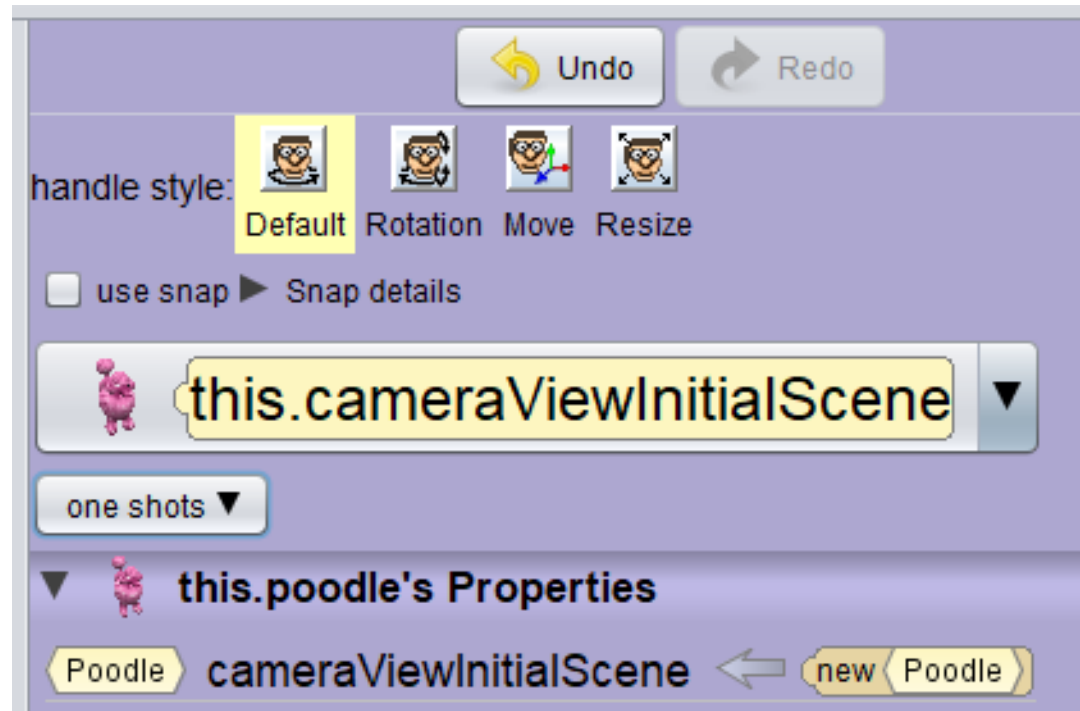
Q8. How does one create their own camera marker (not use the ones provided in Alice) ?

STOP HERE

What is the best object to use to make your own Camera marker

Create Poodle as Camera Marker

- Rename the object to the camera view it will be



Poodle moveAndOrientTo camera



Then make the poodle invisible

Class Today

- Using properties, built-in functions and math
- Creating class procedures

