

CompSci 94

Inheritance: Writing Class Procedures

September 17, 2024



Prof. Susan Rodger

Exam 1 coming Sept 26

- On 9/26 calendar page for Exam 1
 - Covers topics through 9/19!
 - Exam 1 study guide with sample problems
 - Old tests, practice exam
 - Exam 1 reference sheet
- Practice writing code on paper!!!!
- Should have heard from me if you sent me an SDAO letter

Announcements

- Assignment 2 due tonight.
 - Submit under assignments in Canvas
 - 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?

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

