CompSci 94 Classwork: Random Numbers September 24, 2024



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CompSci 94 Fall 2024

1) Setting up the scene

- Add in any ground, I used sand. (use a light color with a good contrast.)
- Drag in these objects as in the picture
 - Biped: hare, pig, panda, tortoise, bunny



Overview of Story (not complete)

- The pig, tortoise and hare all resize randomly and say how tall they are.
- The panda randomly jumps up and down twice.
- The hare randomly jumps up and down twice.
- The pig and tortoise face each other and the tortoise tells the pig a random amount to turn
 - This happens again with the bunny telling the panda to turn, and the pig telling the hare to turn.
- All the characters turn and face the camera.
- At the same time they all do two random jumps.

Use the steps that follow to build this program! $_2$

That is it for the setup!

- Now follow the steps to write the code for this story.
- For this classwork, we will continue to add code to myFirstMethod, slowing building the story

CompSci 94 Fall 2024 CompSci 94 Fall 2024

2) Randomly Resize animals

- In myFirstMethod put in a **do** in order
- For the pig
 - Generate a random number between 0.25 and 2.0
 - Resize the pig with this number
 - Have the pig say how tall it is
 - See example, the number is different each time you run

CompSci 94 Fall 2024





Animals resized example



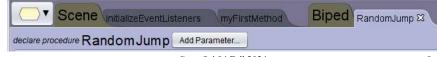
2) Randomly Resize (cont)

- For the hare:
 - Generate a random number between 0.25 and 0.75
 - Resize the hare with this number
 - Have the hare say how tall it is
- For the tortoise:
 - Generate a random number between 1.0 and 3.0
 - Resize the tortoise with this number
 - Have the tortoise say how tall it is
- Play and test out your world
 - The three animals should all resize and say the amount

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3) Write the **(biped)** random Jump procedure

- This procedure has **NO parameters**
- RandomJump should have the biped randomly jump up a random amount between 0.25 and 3.0, and back down the same amount (Use a constant variable!)
- The duration of the jump should be a random amount between 0.25 and 1.5 (use another constant variable!)



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Test RandomJump Proc

- To test RandomJump, call it twice on any Biped, at the beginning of myFirstMethod so you can focus on it. Does it work? Are the jumps different in speed and height?
- Once it is working delete this testing call.

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- 5) Write the **Biped random Turn** procedure
- This procedure has **one parameter**, of type Biped named friend

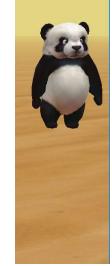


- Have the object (called this) and friend turn and face each other at the same time.
- The object (this) should say "How far do you want me to turn?"
- (more on next slide)

4) Continue the story, Add more code in myFirstMethod after your other code

- Have the **panda** jump randomly **twice**
- Then have the **hare** jump randomly **twice**
- Run your world more than once to see if the panda and hare jump different amounts and different speeds.





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10

5) randomTurn procedure (cont)

- A random number between 0.25 and 3.0 should be generated.
- The friend should then say "Turn" (the random number) "times".
 - (If the random number was 2.1, then the friend would say "Turn 2.1 times")
- Then the object (this) turns that random amount (you can pick the direction to turn, right or left)

CompSci 94 Fall 2024 11 CompSci 94 Fall 2024 12

Test TurnRandom

- Add testing code at the beginning of myFirstMethod
- Have the panda call TurnRandom with the pig as the friend. Does it work?
- Run it more than once to test it!
- Once it works, REMOVE this testing code.

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13

Pig and Tortoise RandomTurn



6) Continue the story, Add code in MyFirstMethod at the bottom

- Have the pig randomTurn with the tortoise.
 - This means to pass tortoise as the friend
- Have the panda randomTurn with the bunny
- Have the hare randomTurn with the pig
- See next page for example with pig and tortoise

CompSci 94 Fall 2024

14

7) Finish the story in myFirstMethod

- At the same time have all five animals turnToFace the camera
- Then at the same time have all five animals do a RandomJump
- Then again, at the same time have all five animals do another RandomJump
- Play your world. They should all jump different amounts and different lengths both times.

CompSci 94 Fall 2024 15 CompSci 94 Fall 2024 16

All jumping



CompSci 94 Fall 2024

17