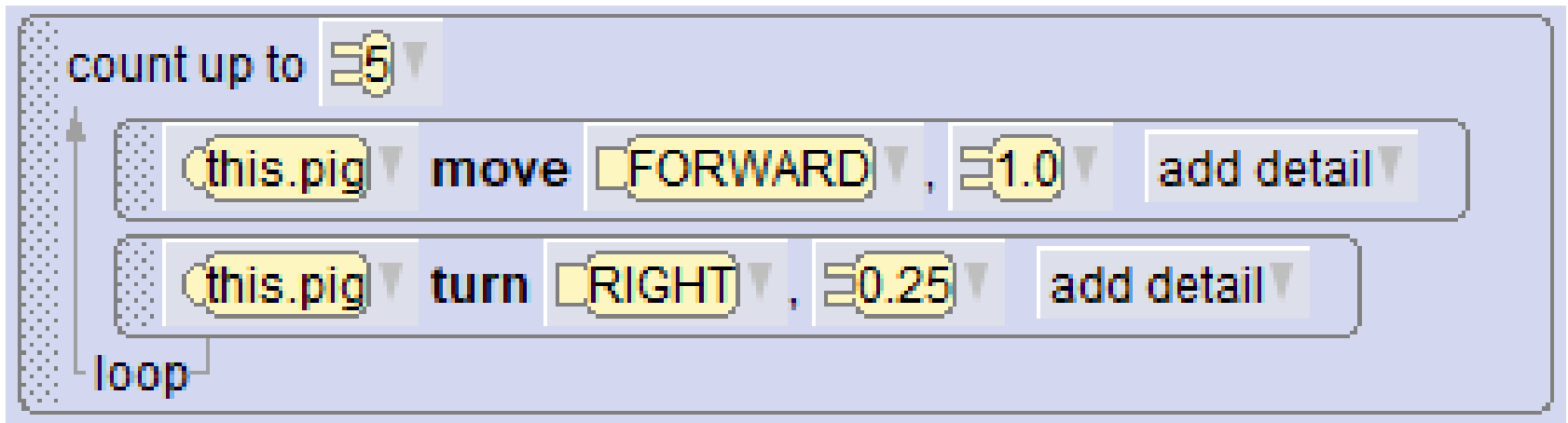# CompSci 94
Saving objects, Count Loop
October 8, 2024

Prof. Susan Rodger

NC State Fair

Ezzell's Somethin' Good
Shrimp & Grits on a Stick
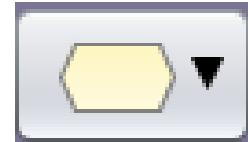
At the Raleigh Fair Grounds

Announcements

- Assignment 3 due tonight!
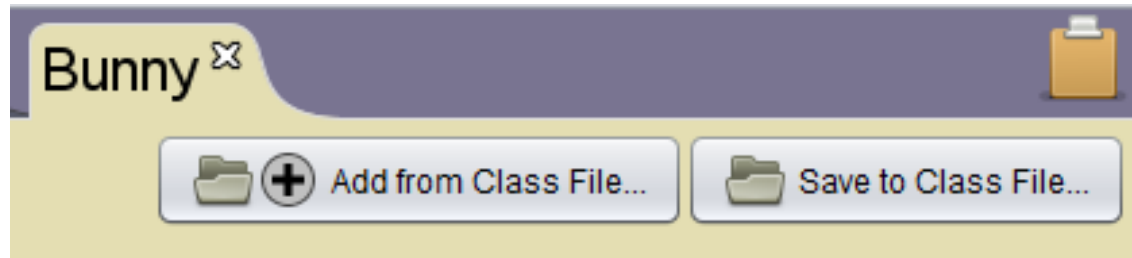- QZ12 and Videos due before next class

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

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

- **Start with six-sided shape and select the object**

- **Select "Save to class file"**

- **Give it a different name to distinguish it**

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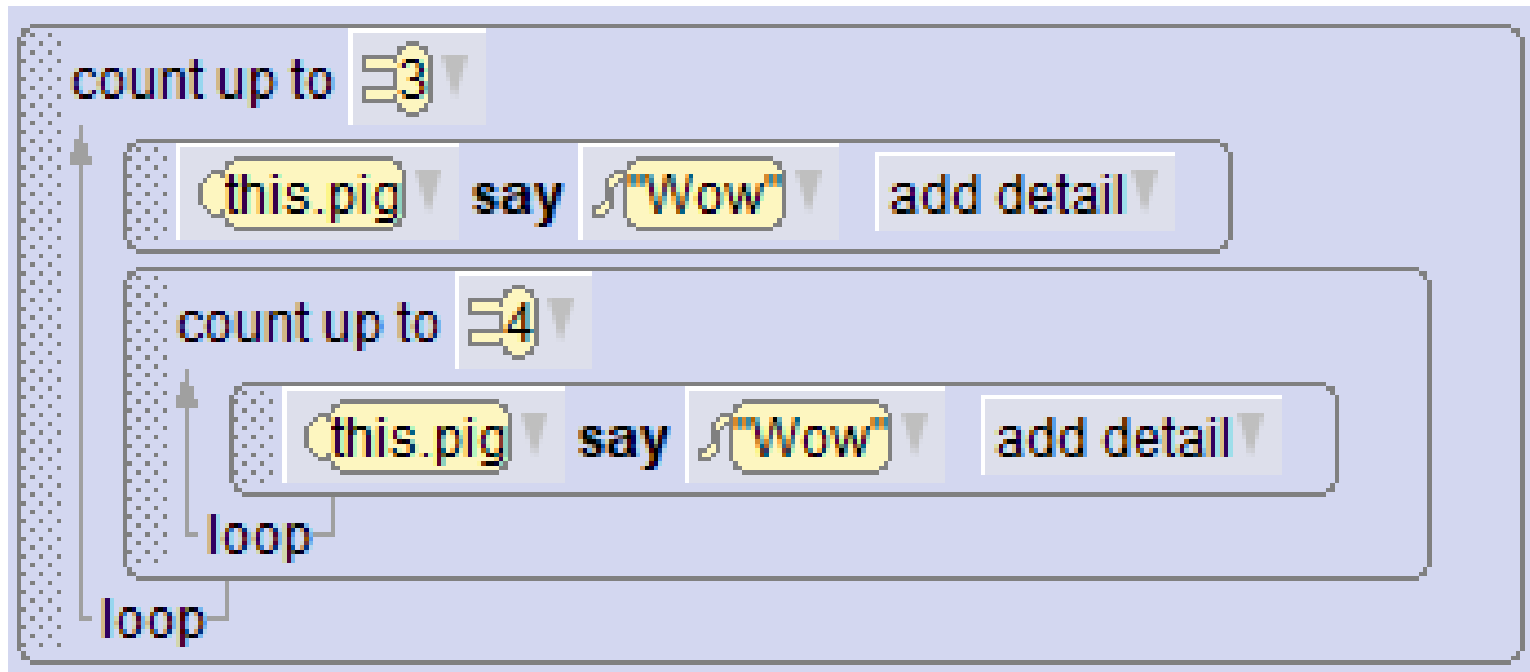
Q2. Why would you want to save an object and read it into another Alice program?

- Re-use code
  - Bunny already knows how to walk/hop etc.
- What do you need to do to take advantage of this?
  - Write lots of object procedures before saving it out.

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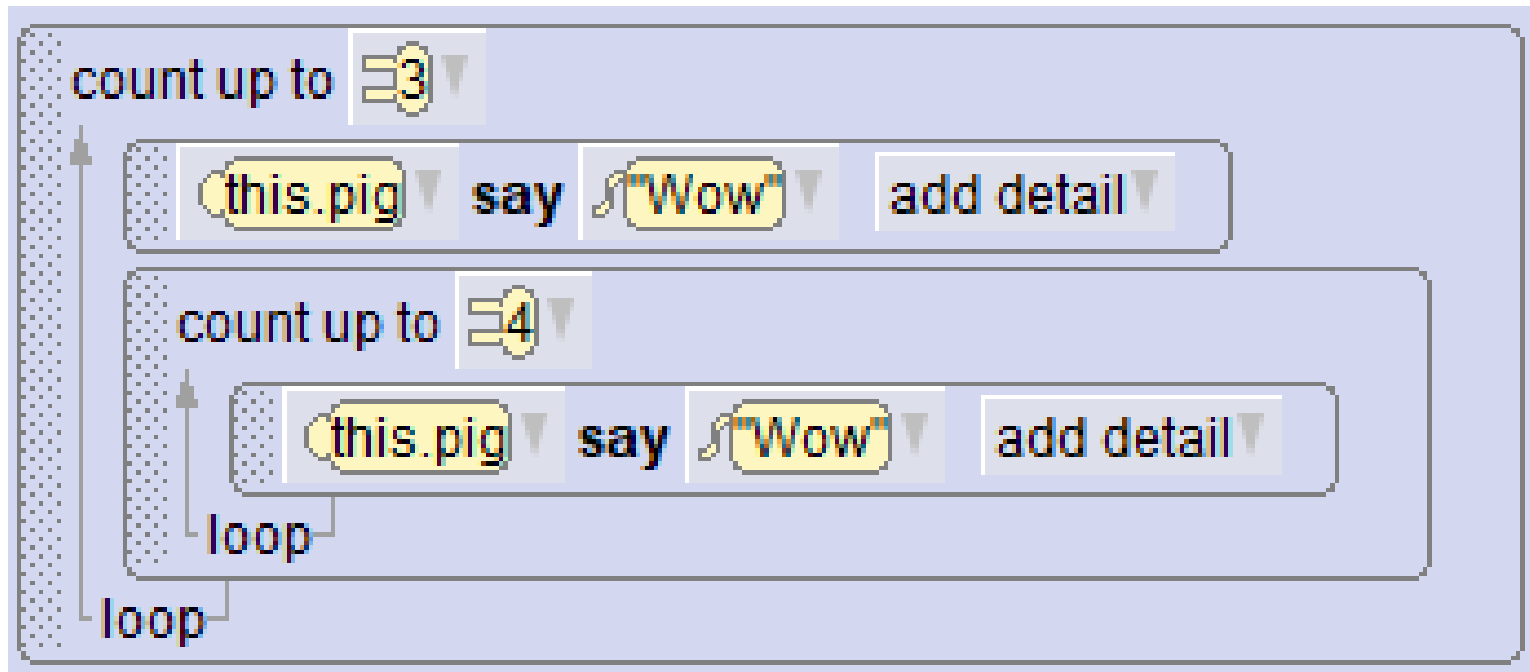
Q3. How many times does the pig say Wow?

- 15 times total
  - 3 for first say, 4*3=12 for second say

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 until it stops in front of an object. How do you do that with a count loop?
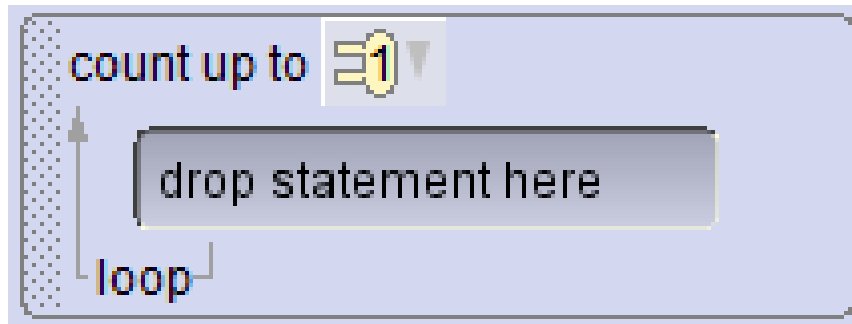
Q4. Count loop

- What **type** of value can you use for the number for the count loop?

  – Only a whole number

- Suppose you want your object to hop repeatedly until it stops in front of an object. How do you do that with a count loop?

  – Convert the decimal distance into an integer and use that integer
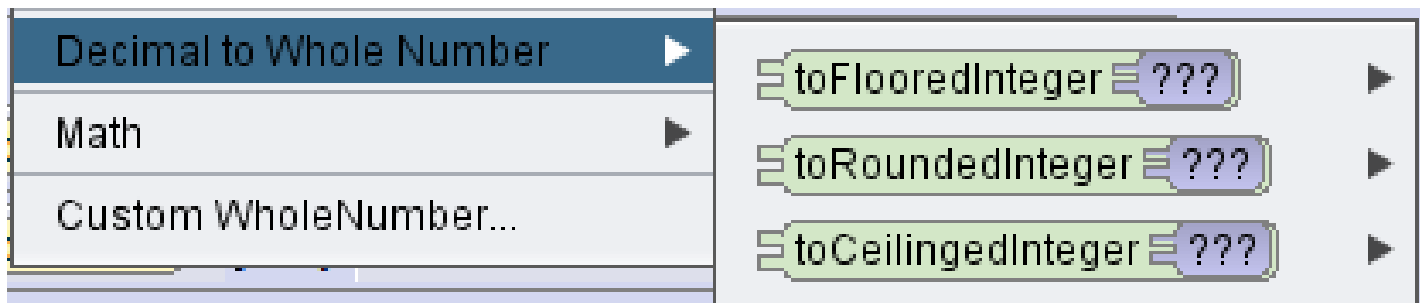
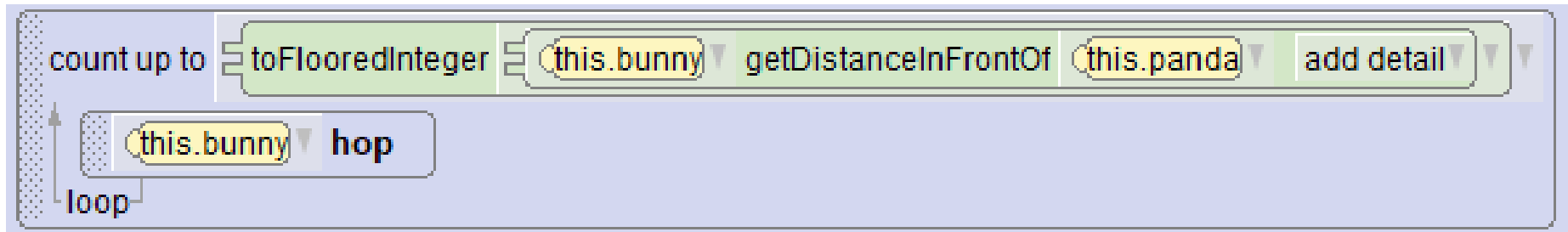# More detail on Count with function

- First: pick any number

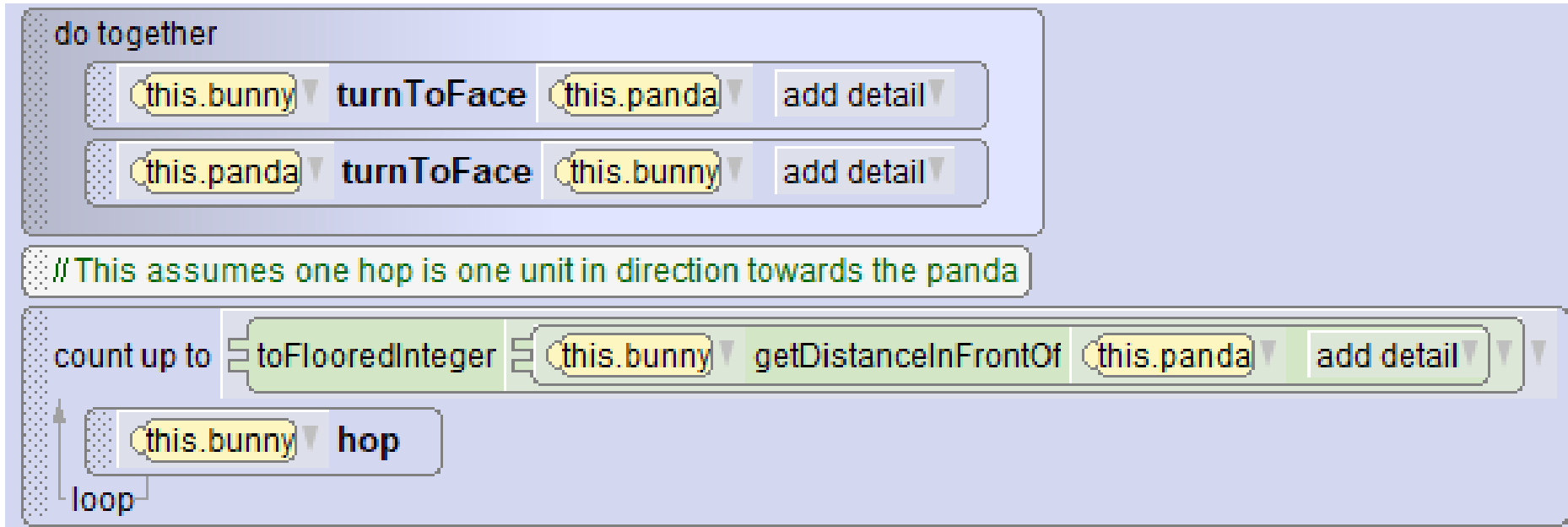- Second: Decimal to Whole number option

More detail on Count with function (cont)

- Third: Drop built-in function over decimal number

count up to | toFlooredInteger | this.bunny | getDistanceInFrontOf | this.panda | add detail

this.bunny | hop

loop

More detail on Count with function (cont2)

- All the code (must make sure bunny and panda facing each other in order to use getDistanceInFrontOf)

```
do together
    this.bunny  turnToFace  this.panda  add detail
    this.panda  turnToFace  this.bunny  add detail

// This assumes one hop is one unit in direction towards the panda

count up to  toFlooredInteger  this.bunny  getDistanceInFrontOf  this.panda  add detail
    this.bunny  hop
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