

CompSci 94

Inheritance: Writing Class Procedures

September 17, 2024



Prof. Susan Rodger

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

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

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?
 - Quadruiped or Bear?
- If you write a quadruiped procedure, who can use it?
- If you write a Bear procedure, who can use it?

Class Today

- Creating class procedures

