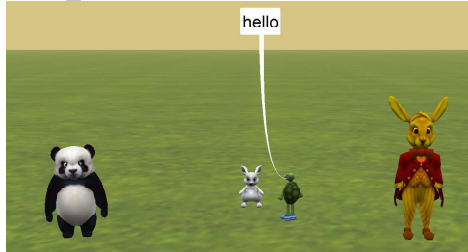


# CompSci 94

## Writing Class Procedures

### Built-in Functions, Math, Properties

#### September 19, 2024



Prof. Susan Rodger

## Announcements

- Note: Exam 1 is Thursday, Sept 26
  - Old exams are on the course website under resources tab
  - Review materials for you are on the course web site under 9/26 date
    - Note the Exam 1 reference sheet! It will be with the exam
  - 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?



## Q2. getDistanceTo

- What happens when this executes?



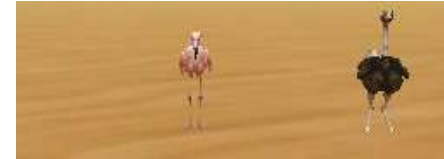
### Q3. Use math to adjust



- How do we stop poodle before the 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

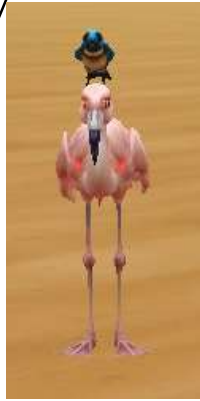
- Where does one change a property instantly when not running code?
- What instructions do you get to use with properties?

## 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) ?

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

STOP HERE

## Create Poodle as Camera Marker

- Rename the object to the camera view it will be



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## Poodle moveAndOrientTo camera



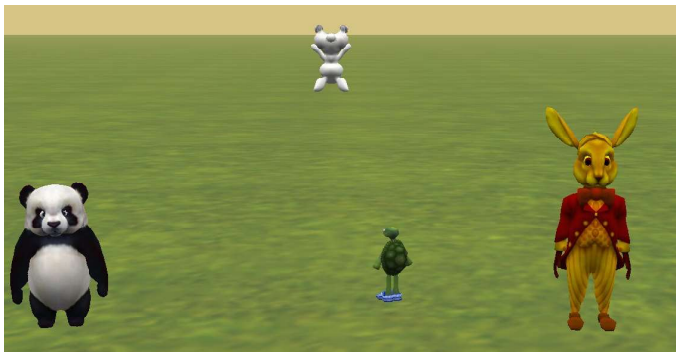
## Then make the poodle invisible

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## Class Today

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



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