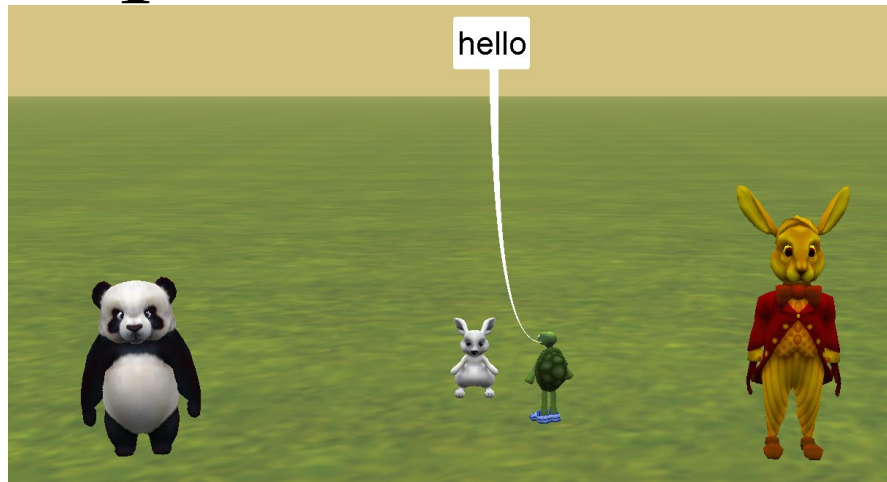# CompSci 94
Writing Class Procedures
Built-in Functions, Math, Properties
September 19, 2024

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

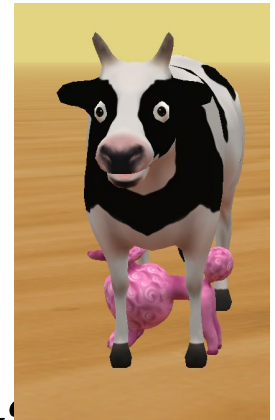- Where can you use the cow getHeight function in this instruction?

this.cow ▽ move ▢ FORWARD ▽ , ☰1.0 ▽ , duration ☰2.0 ▽   add detail ▽

Q2. getDistanceTo

- ## What happens when this executes?

Q3. Use math to adjust

- How do we stop poodle before the cow?

```
this.poodle  move  FORWARD , ⊟ this.poodle  getDistanceTo  this.cow
```
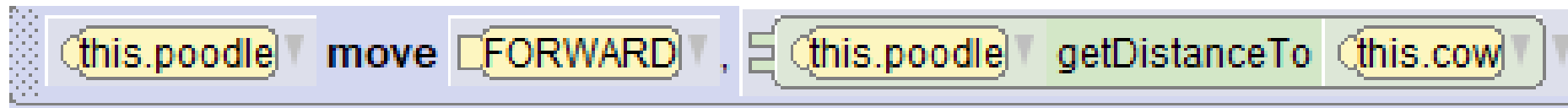
Q4. How do I get the flamingo to circle around the ostrich?
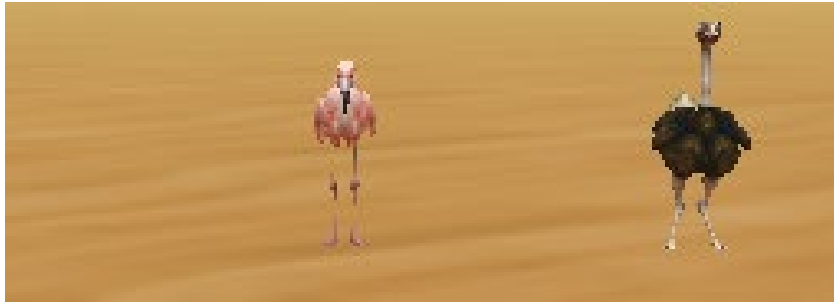
Q5. Properties

- 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

  `this.bluebird` **setVehicle** `this.flamingo`
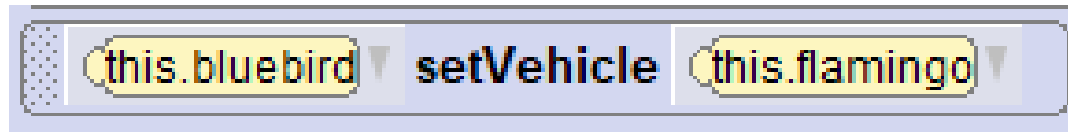
- What happens if the bluebird moves forward?

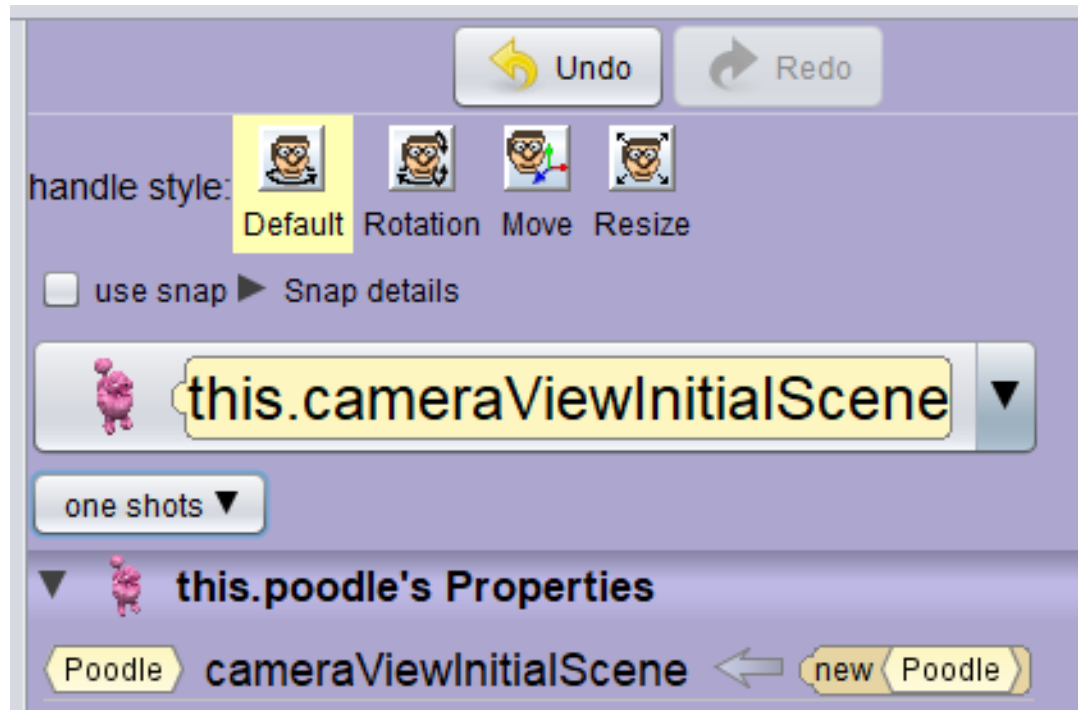- What happens if the flamingo moves forward?

Q8. How does one create their own camera marker (not use the ones provided in Alice) ?

STOP HERE

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

Create Poodle as Camera Marker

• Rename the object to the camera view it will be

Poodle moveAndOrientTo camera

Then make the poodle invisible

Class Today

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