Announcements

• Exam 1 Thursday, Oct 6
  – Closed book, closed notes, closed neighbor
  – Chaps 1-2, Chaps 4, 6, html
  – On Thursday, will give you an old exam to work on, then review it next Tuesday
• Assignment 4 storyboard due today
  – Alice world due Thursday

What we will do today

• Lecture on Chap 6, Sec 1 - Functions
• Classwork

Functionality

• A function
  – Receives value(s)
  – Performs computation on value(s)
  – Returns (sends back) a value
  – “return value” – means “value” is the answer, you leave the function (don’t execute any more code in the function) and return the output
  – You should use the output value
Types of functions

• The type of a function depends on the type of value it returns
  – a calculated value (a number)
  – a specific object
  – a color
  – etc.

Built-in functions

• Used one of Alice’s built-in functions
  – `skateAround` method for the `cleverSkater` uses the `distance to` built-in function

Example

• Move ball to within 1 meter of net, then bounce ball over the net.
  – Bounce - Ball should move up and forward, then down and forward

Move Ball to 1 meter from Net

• Use “distance to” function and math
Height

• Can use the built-in height function to determine the height of the net and move the ball up that distance

Demo – what happens?

Rolling the ball

• How do we roll the ball along the ground?
• Want a realistic motion rather than a slide
• The ball must simultaneously move and roll.
• The ball must roll “as seen by” ground
• The ball and ground must face the same direction

Demo: A first attempt

Revising the Approach

• The ball is made to roll 1 revolution.
• What if we want the ball to roll a certain distance?
• How can we make the ball roll the correct number of revolutions to cover a given distance along the ground?
Number of Revolutions

• The number of revolutions depends on the size of the ball
  – The number of revolutions is distance / (Pi * diameter)

• There is no built-in function to return the number of revolutions
  – Must write it!

Parameters

• We want to return the value computed as Distance / Pi * diameter
  where Pi = 3.14…

• Obviously, what is needed
  – The ball’s diameter
    • The ball object has a built-in width function
  – The distance the ball is to travel
    • Can be sent as a parameter to the function

Demo: Calling the function

This is a test value

• Run the animation with several test values
• Make sure it works as expected
• What happens if you use a negative value?
• Add a parameter for distance
Now Ball roll to net?

- Difficult….
- ToyBall turn to face TennisNet and roll, what happens?

Levels of functions

- As with methods, you can write functions as either class-level or world-level. (what was the function we just wrote?)
- Guidelines for class-level methods apply to class-level functions:
  - No references to other objects
  - No references to world-level functions
  - Built-in world-level functions are ok

Another example of a function

- Write a function to calculate the perimeter of the bounding box of the function.
- I want to walk all the way around the chair, how far is that?
- Know width and depth of chair
How do we write this function?

- Name of function?
- Parameters and types?
- What type is returned?

- How do we call/use this function?
- Is this a class function or world function?
  - Would we use this function with other objects?

String functions

- String functions are under “world”, “functions tab”
  - “a joined with b” - join two strings together into a longer string
  - “what as a string” - converts a number into a string (6 into “6”)

Classwork today