Announcements

- Read Chapter 4, Section 2 for next time
- Assignment 3 storyboard due Tuesday
  - World is due next Thursday

Review

- Fish circling around island
  - jagged
  - smooth

Show world

What we will do today

- Lecture on Chap 4, Sec 1
- Classwork
  - Create three animations
    - Snowpeople mods including flipping hats
    - Helicopter
    - Cameras moving
  - Get checked off today and for last time
Larger Programs

- Programs start to increase in size – many lines of code
- Games and “real world” applications have thousands, even millions of lines of code
- Want to organize large programs into small manageable pieces

Classes, Objects and Methods

- Object-oriented programming uses classes, objects and methods as basic components
- These components help you
  - Organize large program into small pieces
  - Design and think about an intricate program
  - Find and remove errors (bugs)

In your programs, you’ve used

- Classes
  - In Alice, classes are predefined as 3D models

- Objects
  - An object is an instance of a class
    - Class: Chicken
    - Objects: Chicken, Chicken2

In your programs, you’ve also used

- Built-in (predefined) methods
  - Examples: move, turn to face, say

- World.my first method
  - Example: robot on the moon from chapter 2, wrote code where an alien surprised the robot
  - All the code in World.my first method
Modifying the Program

- Modify program to get robot to try twice to move toward the alien or the alien go up and down twice.
- To make modification, add more lines of code
  - makes the program code longer and more difficult to read and think about
- Show alien world from last time

A Solution

- A solution to the problem is to
  - Define our own method
  - Name the new method `surprise`

- Then, can drag-and-drop the `surprise` method into the edit box, just like the built-in methods

Demo: The Solution

- First associate new method with the world
- Select World tile
- Select methods tab
- Click on “create new method”
- Demo

World-level method

- `surprise` is a world-level method because it
  - Is defined as a method for World
  - Has instructions that involve more than one object (robot, alienOnWheels)
Using the surprise method

- This method is executed by calling (invoking) the method from my first method

- For testing, invoke temporarily when world starts

Why write our own Methods?

- Saves time – can call method again and again without rewriting code
- Reduces code size – call method instead of rewriting same code
- Allows us to think at higher level
  - Think “surprise” instead of “alien moves up, alien says something, robot turns around…”
  - Technical term for “think at a higher level” is abstraction
World.myFirstMethod now

- Move robot forward twice as far by invoking “investigate” twice

Classwork today

- Modify snowpeople to add two methods
  - catchAttention
  - Fliphats
- Move the camera with an object
  - skyride – download from CompSci 4 page
- Create airport/helicopter world with new method
  - circleTower