Announcements

• Midterm exam next Thursday
  – Closed book, closed notes, closed neighbor
  – Chaps 1-2, Chaps 4, 6, html
  – Will give you an old exam to work on over the weekend, then review 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
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`

• Let’s look at another example.
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.
Demo: A first attempt

<table>
<thead>
<tr>
<th>Do together</th>
</tr>
</thead>
<tbody>
<tr>
<td>toyball</td>
</tr>
<tr>
<td>toyball</td>
</tr>
</tbody>
</table>
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

• Obviously, what is needed
  – The ball’s diameter
    • The ball object has a built-in width question
  – The distance the ball is to travel
    • Can be sent as a parameter to the question
`numberOfRevolutions` 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?
Now Ball roll to net?

- Difficult….
- ToyBall turn to face TennisNet and roll, what happens?
Tricky – Orient To

```plaintext
- toyBall1说起球到地面
- toyBall1说起球到网球网
- ground说起球到网球网
- toyBall1.realisticRoll distance = (toyBall1说起球到网球网 - 1)
  - toyBall1说起球到世界
  - toyBall1说起球到网球网

- Do together
  - toyBall1移动2米

- Do in order
  - toyBall1向上移动
    - subject = tennisNet's height * 1.5
  - toyBall1向下移动
    - subject = tennisNet's height * 1.5
```
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
Classwork today