Tricky – Orient To

- toyBall1 orient to ground more...
- toyBall1 turn to face tennisNet more...
- ground turn to face tennisNet more...
- toyBall1.realisticRoll distance = (toyBall1 distance to tennisNet) - 1
- toyBall1 orient to world more...
- toyBall1 turn to face tennisNet more...

Do together
- toyBall1 move forward 2 meters more...

Do in order
- toyBall1 move up (subject = tennisNet 's height * 1.5)
- toyBall1 move down (subject = tennisNet 's height * 1.5)
Calling Perimeter Function

• Code in myFirstMethod
Perimeter Function

world.perimeter (width, depth)

No variables

Return (2 * width) + (2 * depth)
Calling the function: