Announcements

- Assignment 2 due tonight
- Classwork from Jan 18 due tonight
- Classwork not finished today – must be completed by Tues, Feb 1, by class time
- Versions of Alice – new version available!
  1/26/05 - Download again

Today’s class

- Lecture – Finish Chap 1
- Classes and Objects in Alice
- Finish Appendix A
- Exercises

Types of Animations

- In Appendix A – viewed two kinds of animations
  - Movie
    - User “watches” animation
    - “machine-centric”
  - Interactive
    - User “participates” – clicks mouse, types a key
    - “user-centric”
Events

- Animations that are “interactive” depend on user’s actions
  - Mouse click
  - Keypress
  - Others (HeadMountedDevice, etc.)
- Actions are “events”
- Interactive programs are “event-driven”

Interactivity in Alice

- No interaction – Octopus Ride – movie
- Animation with interaction – Ice Skater
  - What are the events?
  - What response does the skater make to each event?

Objects

- What is an object?
  - Can be identified as unique from other things
- How is an object unique?
  - Has a name
  - Has properties
    - Width, height, color, location, age, ss#, id#
  - Has a purpose
    - Associated actions it can perform
    - Tasks it can carry out

Class

- Objects are categorized into classes
- Each object is an “instance” of the class
- All objects in a class
  - Have similar properties
  - Generally can perform the same tasks
Objects in a Virtual World
• In Alice, each 3D model is a class of objects
  – chicken, chicken2, chicken3
  – Has colors
    • red, white, blue, grey, black, …

Object Parts
• Objects may be composed of parts

Center
• At the center of mass
• Where it stands on the ground
• Where it is held

Today’s Classwork
• Create a folder to work in each class period
  – My Documents => compsci4 => jan2705
• Finish Appendix A – Part 1 and Part 2
  – Get checked off
• Exercises 1, 2, and 3 on page 18
  – Get checked off
• Copy work over to Duke account