Tutorial on Kangaroo visiting his animal friends - parameters, events

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Start with new world

• Add a Kangaroo and several animals of different heights, spread around the world
• I picked bunny, cow, horse1, ladybug, tortoise, turtle – any animals will do
Problem

• The kangaroo wants to visit each animal where “visit” means: the kangaroo and the animal face each other, the kangaroo moves close in front of it, the kangaroo says “hi” and then the Kangaroo jumps over it. However, the kangaroo can only jump 1 meter high.
Parts of the Tutorial

- Part 1: Kangaroo visit each friend
- Part 2: Kangaroo either go around or jump over
- Part 3: Create an event to click on animal to visit
Part 1: Kangaroo visit Cow

• Create a “Kangaroo” method called visit
See the new Kangaroo visit method
Enter the following code

For the third line
• drop the move forward first
• under “kangaroo”, “functions”, drag in “distance to” and drop over the number
• Then click on the last white arrow on the line to select “Math” and then the minus and 2
• The kangaroo will stop two meters in front of the center of the cow...
Add the remaining code
Change “when the world starts” to Kangaroo.visit and “Play”
How to visit any friend –
Add a parameter named friendToVisit - type should be Object – click ok

1. Create a new parameter named friendToVisit
   - Type: Object

2. Click OK
Now click and drag friendToVisit on top of the four occurrences of Cow.

Click and drag from here:
Change “when the world starts” back to myFirstMethod
Drag in visit for each friend and “Play”
Part 2: Going around or over friend

• Kangaroo can only jump 1 meter high
• If friend is shorter than 1 meter, it is ok to jump over
• If friend is 1 meter or taller, then go around them
First drag in an If/Else from the bottom of the window, placing after the “say”
Select “world”, “functions” and scroll to find math functions, then click and drag “a<b” selecting 1’s
Drag in “cow’s height” from the cow functions, then drop “friendToVisit” over cow
Move the kangaroo jump over code and put after the if. Then add code after the else to "go around". Then Play
Part 3 – create an event to visit friend clicked on.
First, disable code in `myFirstMethod`
Create a new event

When the mouse is clicked on something
Drag over the visit code and select “expressions”, “object under mouse cursor”
Here is the event.
Now click “play” and click on different animals, but not the kangaroo...