

StarLogo

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Review from last week

- Agent control
 - Forward, back, left, right, home, penup, pendown
 - Create turtles, die
- SpaceLand Management
 - Clear patches, Clear all

Mo review stuff

- Geometry

- Turning relative to turtles

- For shapes, turn outside angle, not the inside. Add both, get 180

- Repeating

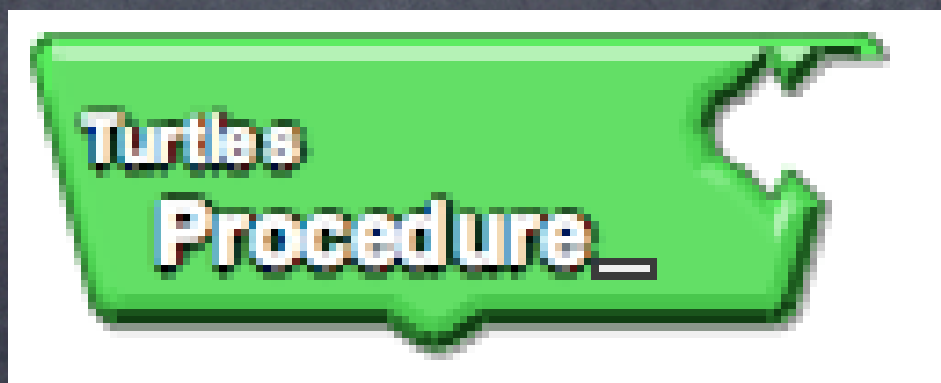
- How many times and what to do

Assignments from last week

- Draw a triangle, square and circle
- Draw 5 squares next to each other
- How many people got all 4 done?
- Tips and tricks?

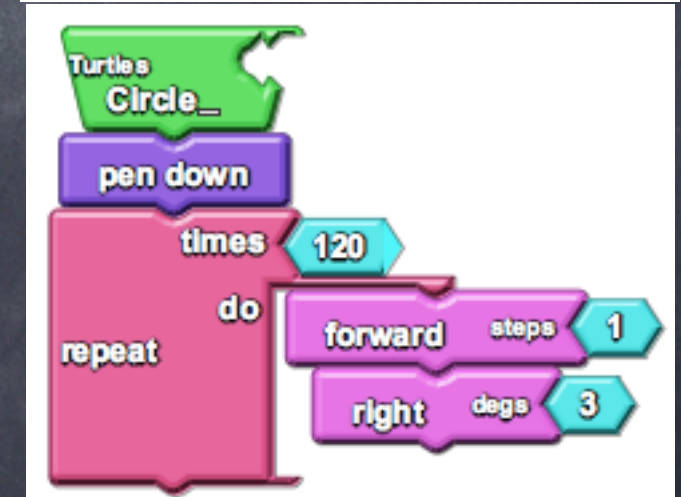
Naming your procedures

- Add the procedures block on top of your blocks to give it a name
- Block under "Procs and Vars"
- Procedures get added to turtle drawer



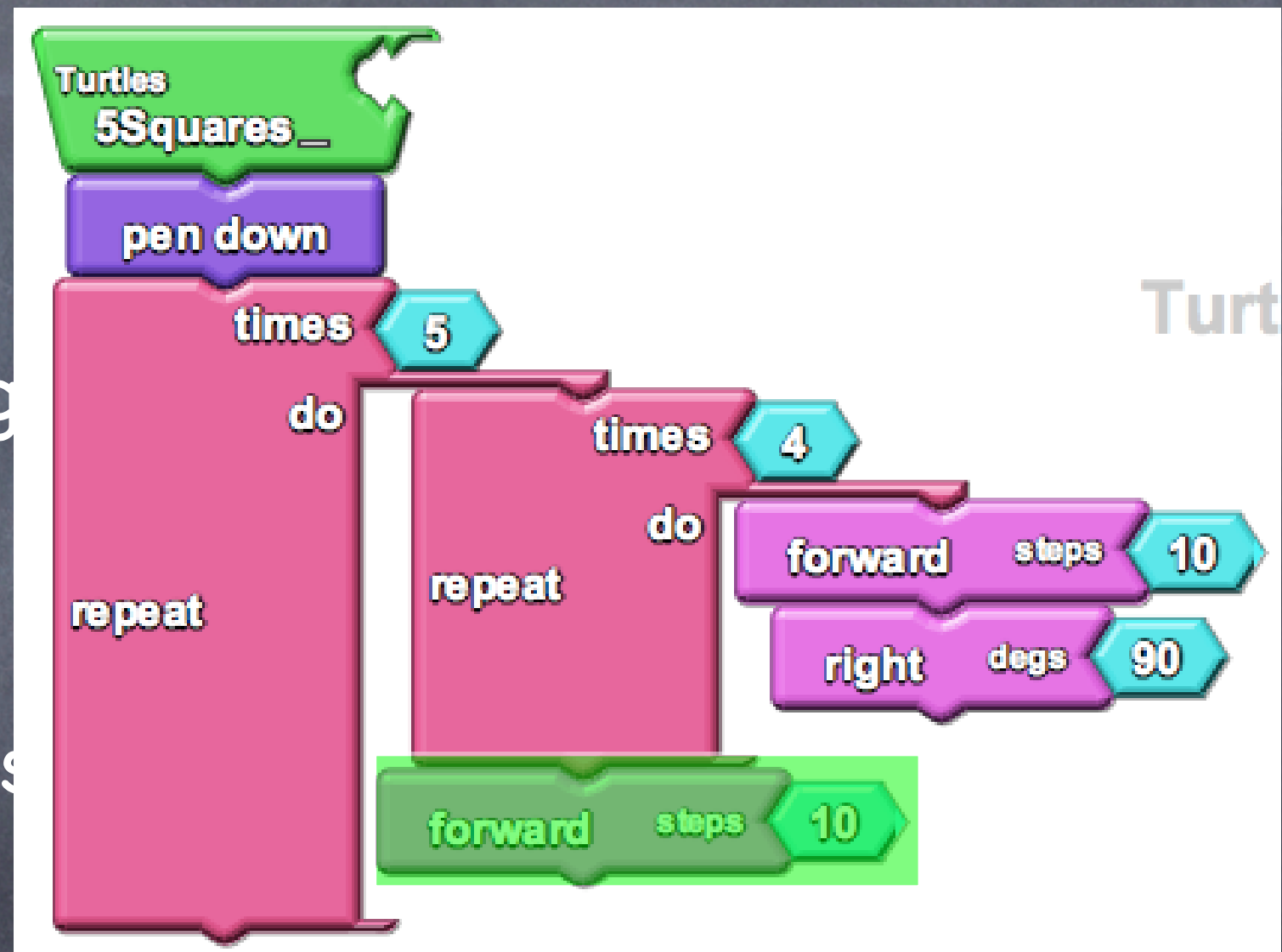
The easy answers

- Take notes on what you don't understand
- Ask questions if unclear
- Circle is 120 times \times 3 degrees
= 360 degrees



The harder answer

- We know how to make a square using repeat
- What if we repeat that chunk of blocks 5 times?

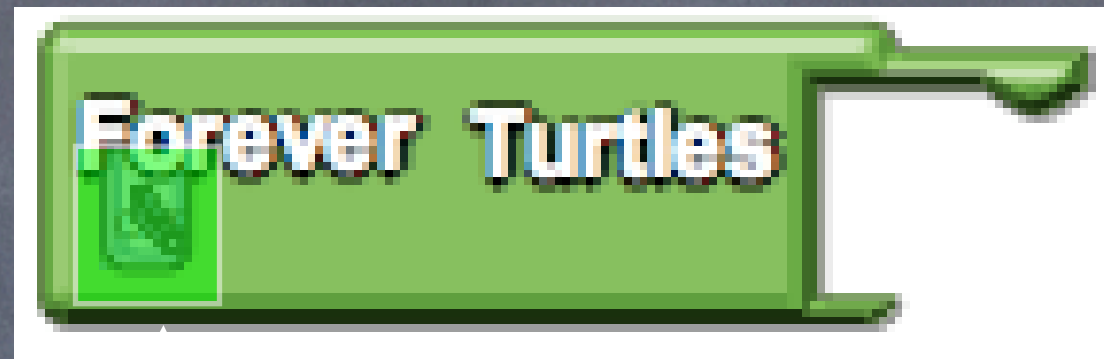


Why do we need this?

What we are doing today

- Forever blocks
- if statement blocks
- Keyboard input
- Control agents with keyboard keys (aka moving your character around)

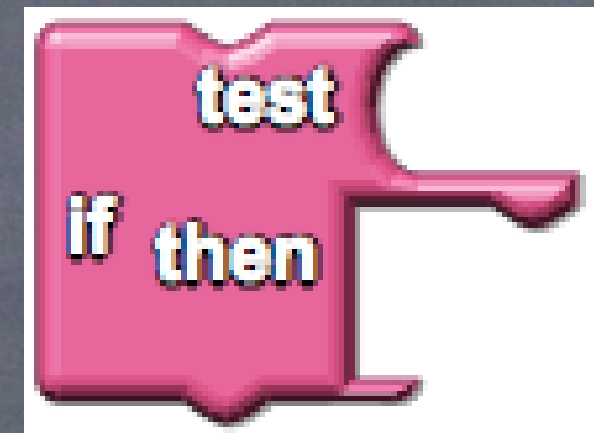
Forever!



Notice the "on/off switch"

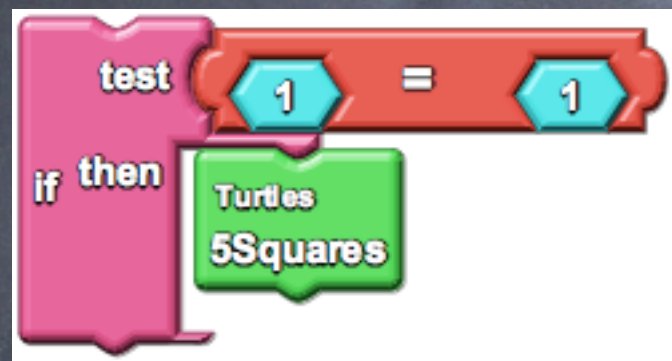
- What if we had a repeat block but have infinite times of repeat?
- Under "Interface"
- Glows when it's turned on

If block



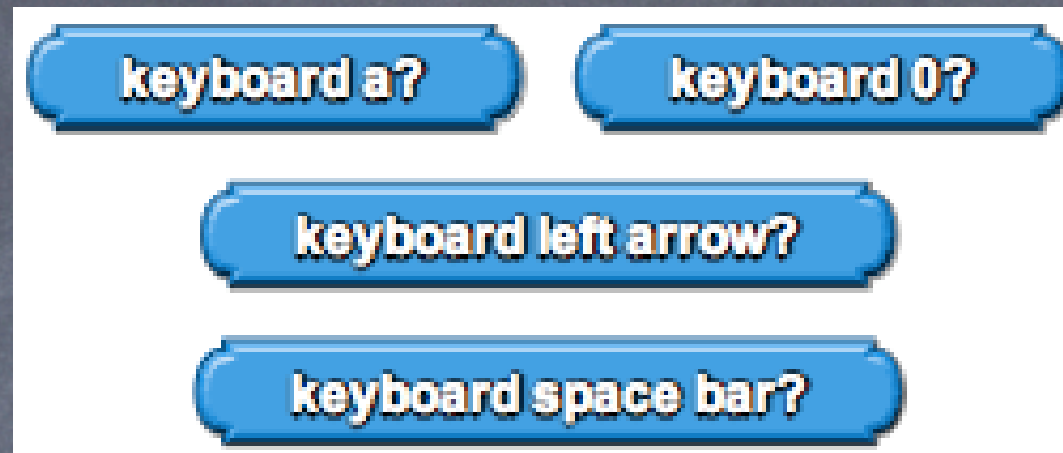
- Like asking a question
- True or false, no maybe
- "If you are over 5 feet tall, then you get to ride the roller-coaster"
- Notice that only certain blocks can fit into the test part

If block practice



- What do you think these blocks do? Why?

Keyboard input blocks



- Notice the shape of the keyboard blocks under “Control”
- Where do they fit?
- Why do you think that is?

Putting it all together!

- Forever checking what is going on with the keyboard
- If "up" key, then agent go up 10, "down" then agent go down 10, etc...
- We will need the "set heading" block
- What should it look like?

What it looks like

- Any questions?
- What's the logic here?
- Notice the "set heading" blocks
- What if we want first person perspective instead of overhead?



What you need to do

- Make an agent that moves in 4 directions
- "s" key makes your agent draw a square
- "t" key makes your agent draw a triangle
- "c" key makes your agent draws a circle