To start *Alice*: Go to *My Computer → Local Disk (C:) → Program Files → Alice* and then double click on *Alice.exe*.

Story 3 (adding interactivity to our animations):

[Space scene] A *kangarooRobot* and an *alienOnWheels* (Sci-fi Gallery) are standing around doing nothing. [We will add the following interactivity: When we click on the *kangarooRobot*, it will jump up, turn around, and come back down. We will create *bow* methods for both characters, and when we type the letter ‘b’ they will both bow. We will set it up so that the *alienOnWheels* will respond to the arrow keys. We will then set it up so that the camera moves with the *alienOnWheels*.]

*Login: mathcamp*

*Password: m@th2008*

*Context: student*