



## Computer Programming through Animation using *Alice*©

*Bloomsburg University's Summer Experience 2008*

Monday, July 14, 2008 through Thursday, July 17, 2008

*Login:* mathcamp

*Password:* m@th2008

*Context:* student

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*.]