

# SCPP CS Project

2016

## Lecture 2

Quiz

Administrivia

Setter Methods

Blocking

Activity: Autopen

Primitive data types

Getter methods

Functions

Control structures

Activity: Morse Finch



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Activity: Morse Finch

1. What did you name your finch?
2. Which three colors will electronic systems use to create other colors?
3. What happens when you run the following:
  - a) `Finch sharjeel = new Finch();`  
`sharjeel.setLED(255,0,0);`
  - b) `Finch sharjeel = new Finch();`  
`sharjeel.setWheelVelocities(255,255);`
  - c) `Finch sharjeel = new Finch();`  
`sharjeel.setWheelVelocities(-100,-100);`
  - d) `Finch sharjeel = new Finch();`  
`sharjeel.setWheelVelocities(-100,0);`



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Activity: Morse Finch

```
Finch amna = new Finch();
```

```
amna.setLED(0,255,0);
```

```
amna.setWheelVelocities(255,255);
```



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Activity: Morse Finch

What does the following do?

```
Finch amna = new Finch();  
amna.setLED(255,0,0,500);  
amna.setWheelVelocities(255,255);  
amna.setWheelVelocities(-255,-255);
```



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Get your paper

Decide on something you want to draw. It can be a pattern, word, or picture.

Discuss your choice with me or a TA.

Draw it in miniature and program it.

When you are REALLY ready, try doing it on the paper. Remember to watch the cord so it doesn't drag your finch.

You only get two tries (Front and back of the board)... do a dry run with the marker cap ON!

