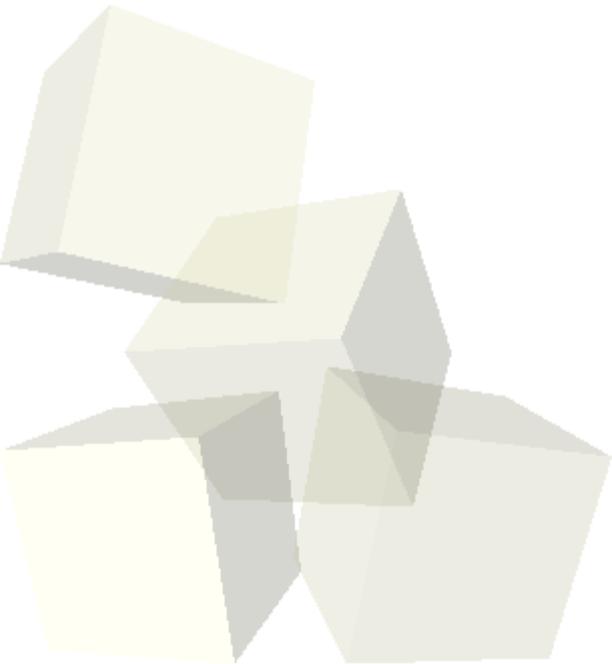
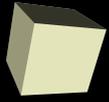




Object Methods

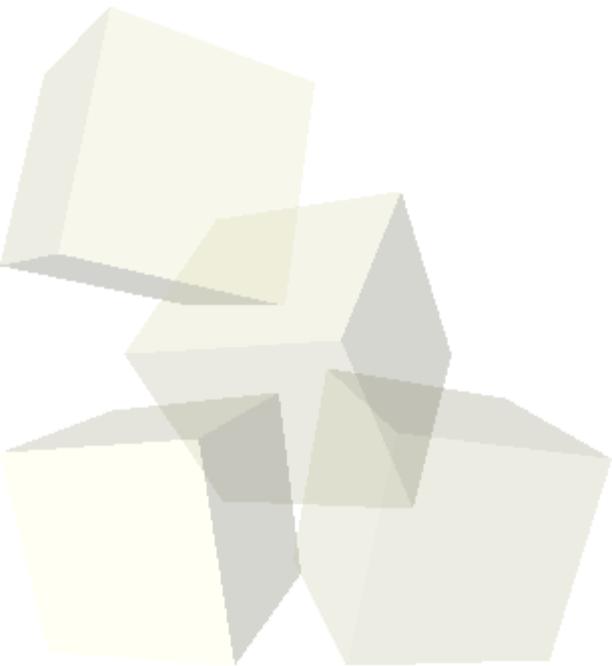
9/5/2007





Opening Discussion

- Solutions to interclass problem.
- What did we talk about last class?





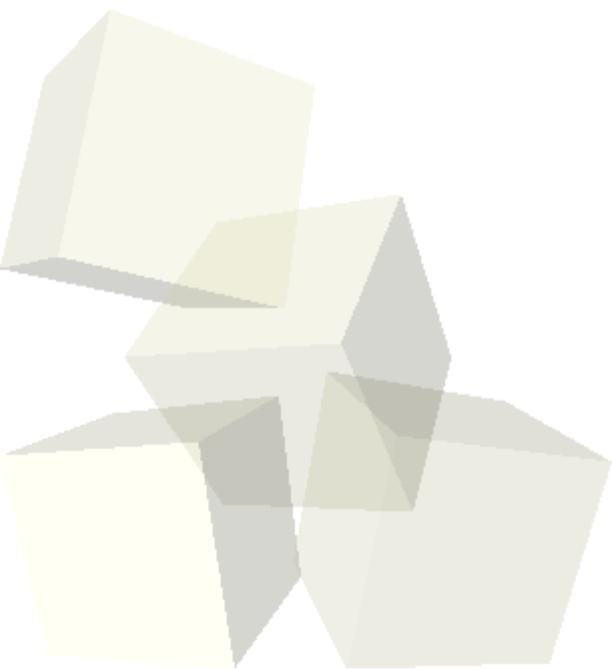
Object Methods

- Last time we attached methods to the world. These are good for breaking the problem into pieces and generally we use them for any method that is going to alter multiple objects.
- We can also add methods into individual objects. This makes sense for chunks of code that alter that one object.
- You can often think of these as behaviors of the objects that you are adding them to.
- Anything that you might want an object do multiple times or that makes logical sense to lump together you can put in an object method.



Writing Object Methods

- Let's open up Alice and create some object methods.
- We talked last time about a nice logical partitioning of the code we had in our world methods.
- We could also try adding some behaviors that animate our objects.





Reusing Objects

- If you have added a bunch of methods into an object to give it a bunch of behaviors that you like, you don't want to have to recreate it when you create a new world.
- For this reason Alice allows you to save off objects then load them back into a world.
- Let's try doing this for one of the objects we just added methods into.





- Why do you think we tend to want object methods to only modify the object they are part of?
- There is a quiz at the beginning of next class. The quiz will be written and have two short answer questions on it. You will have ten minutes to complete it.
- Interclass Problem – Pick one of the humanoid objects in Alice and make a method in it called walkForward. Make that method animate a walking motion that includes movement of legs and arms.