Let's look at some solutions to the interclass problem.

When is the for loop not ideal? When you can't easily calculate beforehand how many iterations to do.

Do you have any questions about the project?
- We got our attack method so that the mummy will walk all the way to the victim using a for loop.
- What happens if our victim tries to evade the mummy at the same time? This could happen either with a doTogether block or an event where the user alters the location of the victim.
The while Loop

- Last time we saw how we can use a for loop to repeat code a certain number of times. As long as we could calculate the number of times in advance it worked great.
- Many times you want something to happen until a certain condition is achieved. For this you use a while loop.
- The while loop takes one argument, a boolean expression. The body is executed repeatedly as long as the statement is true.
- If the body of the loop can't change the condition, you get an infinite loop.
- The while loop is a pre-check loop.
Now that we have a lot more elements to play with, I want us to write something more significant in Alice.

Maybe if we cheat a bit and use one of the events we haven't learned about yet we can make a game of tag.
Do you have a good idea of what you want to do for the project?

Remember that the project description is due on Monday.

Interclass Problem – Do one of the following problems: 4.9, 4.10, or 4.11.