

Java Fundamentals

2-1 : Getting Started with Alice 3 Project

Name : Dewa Putu Indra Sunarya
Nim : 2115101058
Class : B

This project will progress with you throughout the course. After each lesson there will be more to add until it builds into a complete animation that you can upload to YouTube or export as a local animation file.

Lesson Objectives:

- Identify scene components
- Create and save a new project
- Add an object to a scene
- Communicate the value of saving multiple versions of a scene
- Code a simple programming instruction
- Use the copy and undo command
- Understand the value of testing and debugging

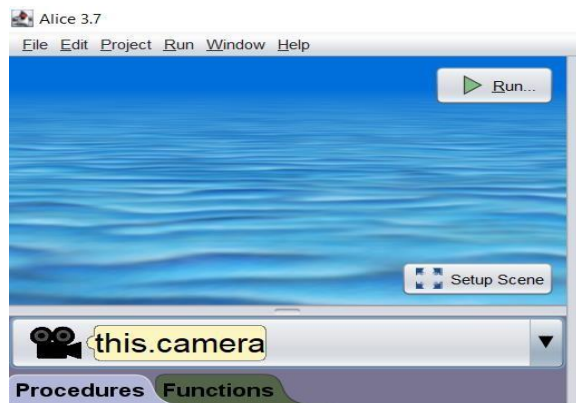
Instructions:

1. Open Alice 3 on your computer.

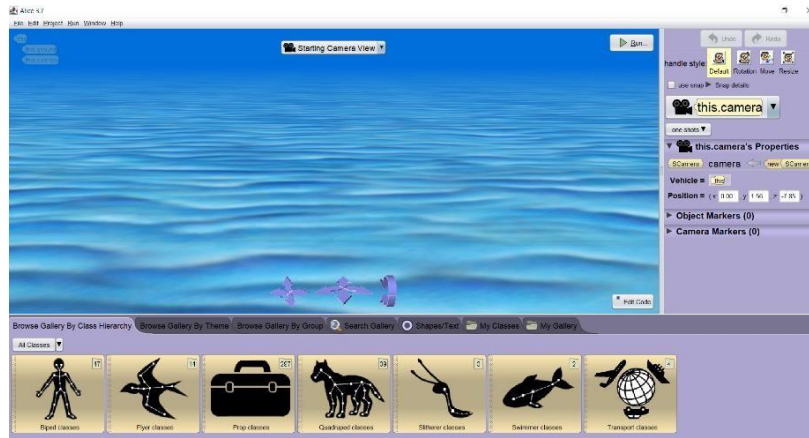


Alice 3

2. Create a new project using the sea_floor template.



- Go to the scene editor.



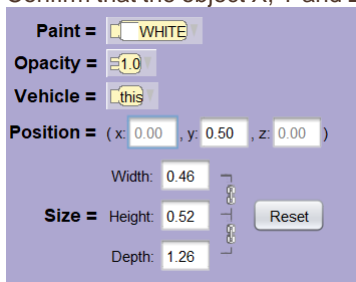
- Click on the Swimmer classes in the gallery and then Fish classes to access the fish models.



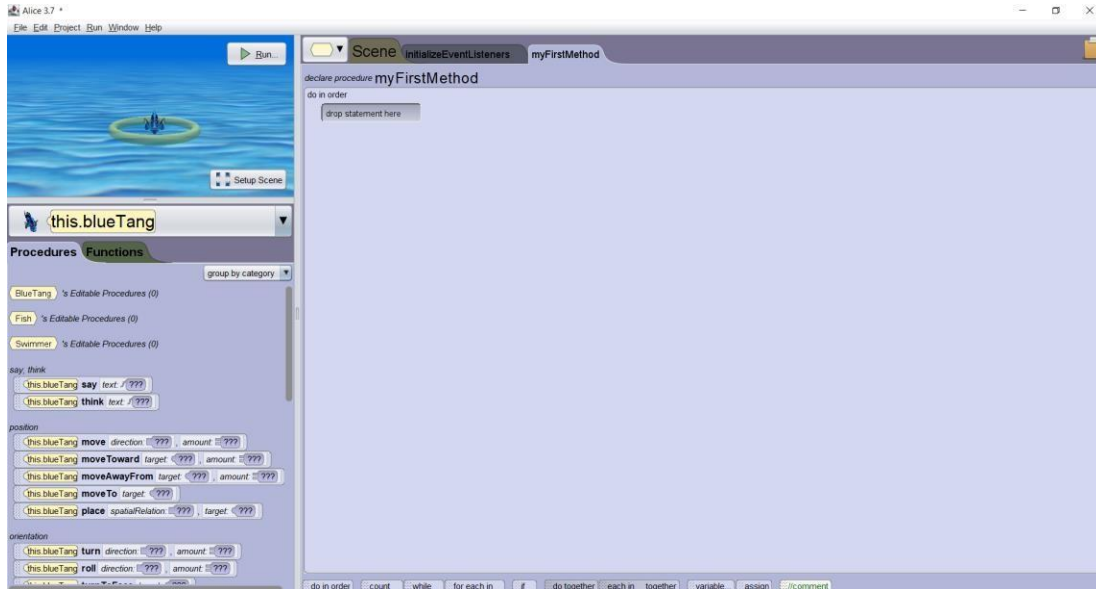
- Click on the new BlueTang class and add it to the scene using the default values given.



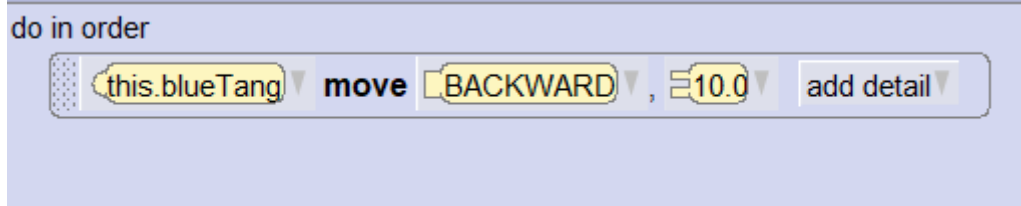
- Confirm that the object X, Y and Z properties are 0.00, 0.50 and 0.00.



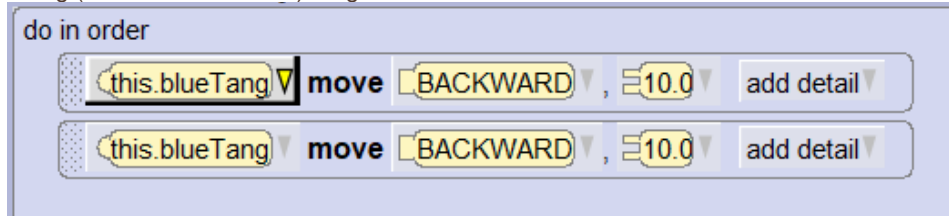
7. Return to the code editor.



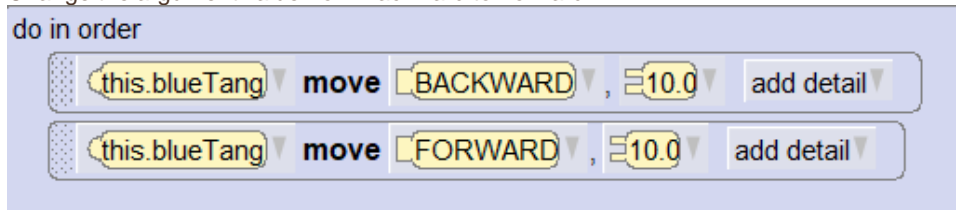
8. Drag a move statement into the code window specifying backwards and 10 as the arguments for the Blue Tang fish.



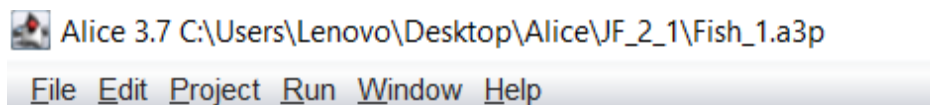
9. Using (CTRL + Mouse click) drag the move statement down underneath the current statement to make a copy of it.



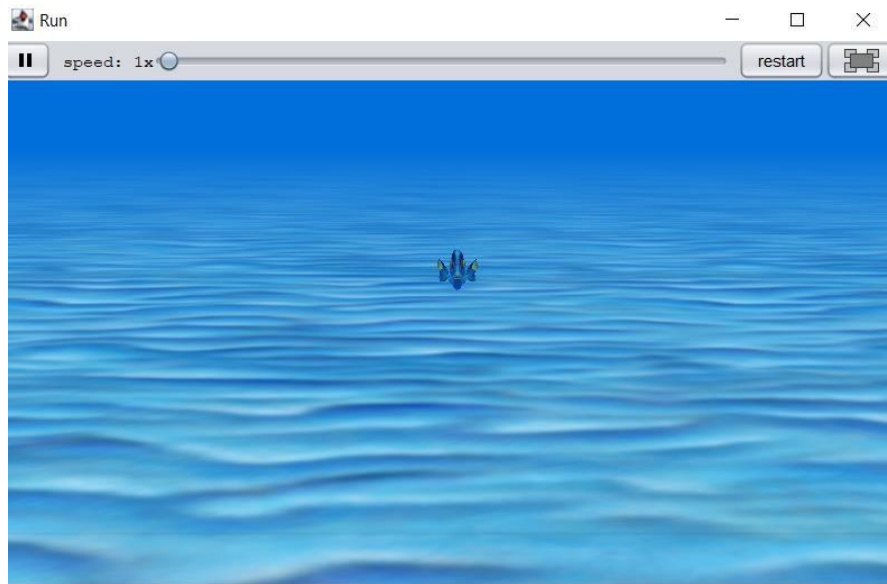
10. Change the argument value from Backward to Forward.



11. Save your project using the file menu to a place that you can easily find on your computer and name it Fish_1.a3p.



12. Test your animation by clicking on the run button.



13. Your fish should move backwards 10 meters and then Forward 10 meters. **DONE**

14. Once you are confident that your code works as expected close the Alice 3 application using the file menu. **DONE**

15. If you are prompted to save a modified file say yes. **DONE**

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