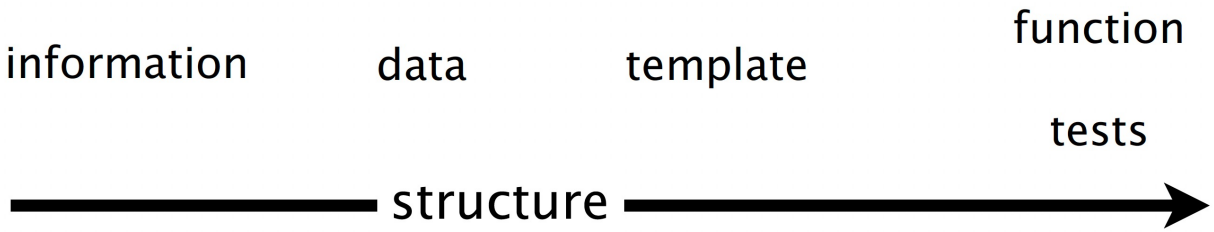
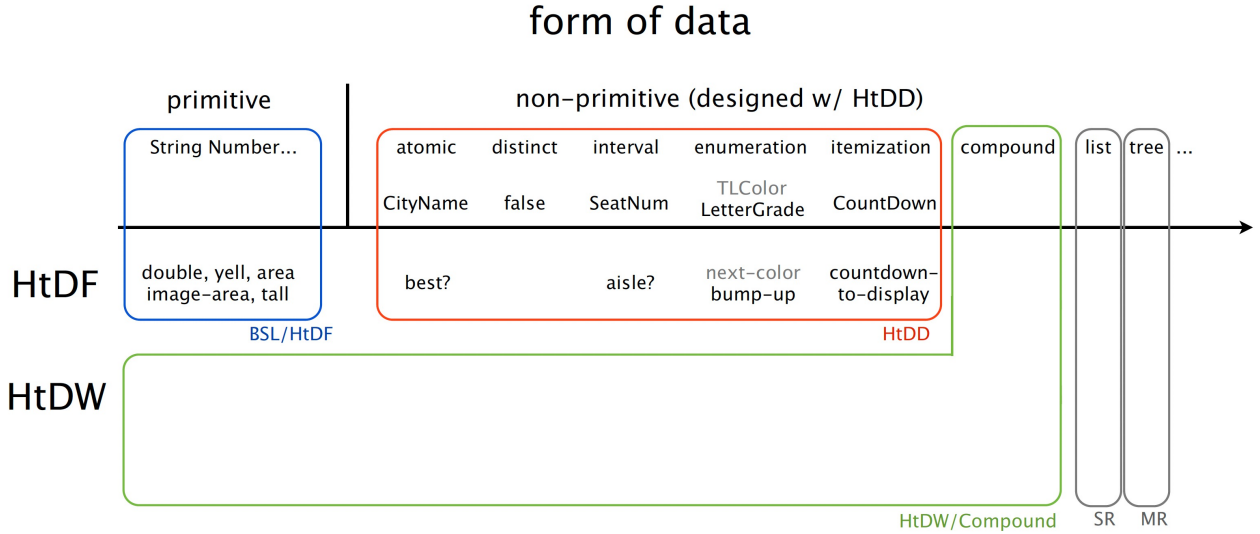


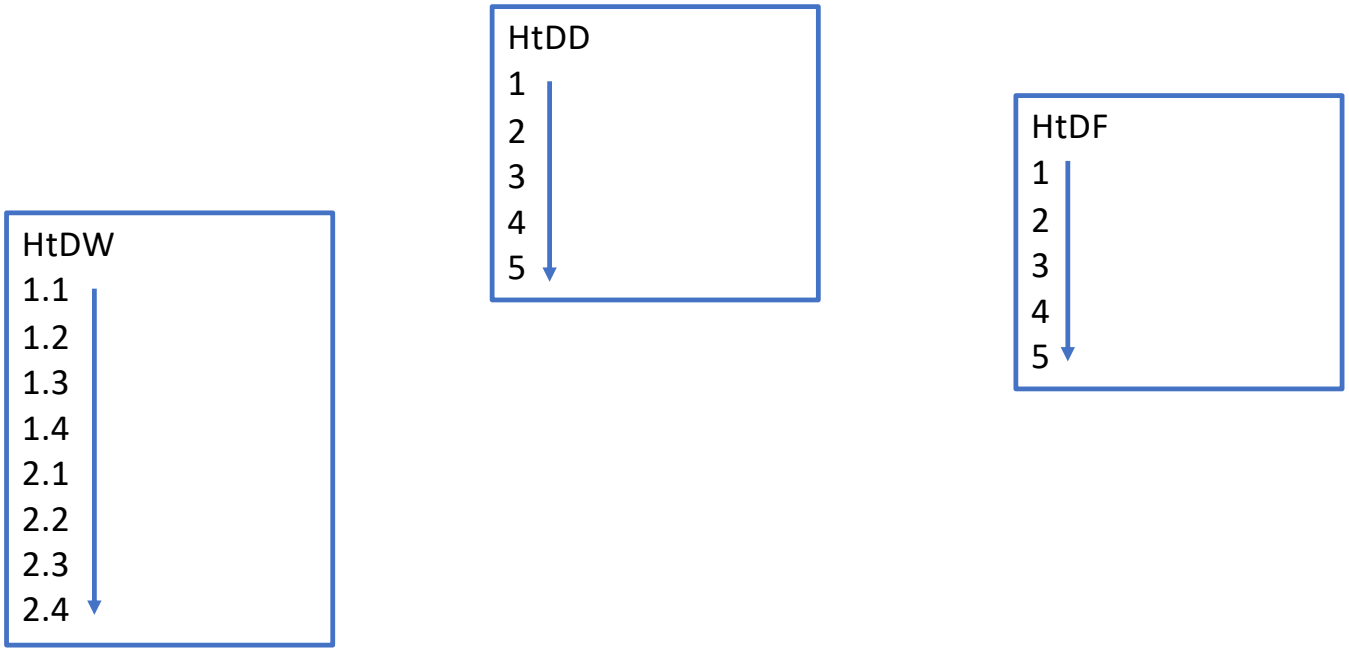
identifying the structure of the information is a key step in program design

as data definitions get more sophisticated you will see that choosing the structure to use is a point of leverage in designing the overall program

keep calm and design the data


form of data
primitive
non-primitive (designed w/ HtDD)
String Number...
atomic
distinct
interval
enumeration
itemization
compound
list
tree
...
CityName
false
SeatNum
TLColor
LetterGrade
CountDown
HtDF
double, yell, area
image-area, tall
best?
aisle?
next-color
bump-up
countdown-
to-display
BSL/HtDF
HtDD
HtDW
HtDW/Compound
SR
MR

Trust the recipes
to help you make progress
What's the next step of the recipe?



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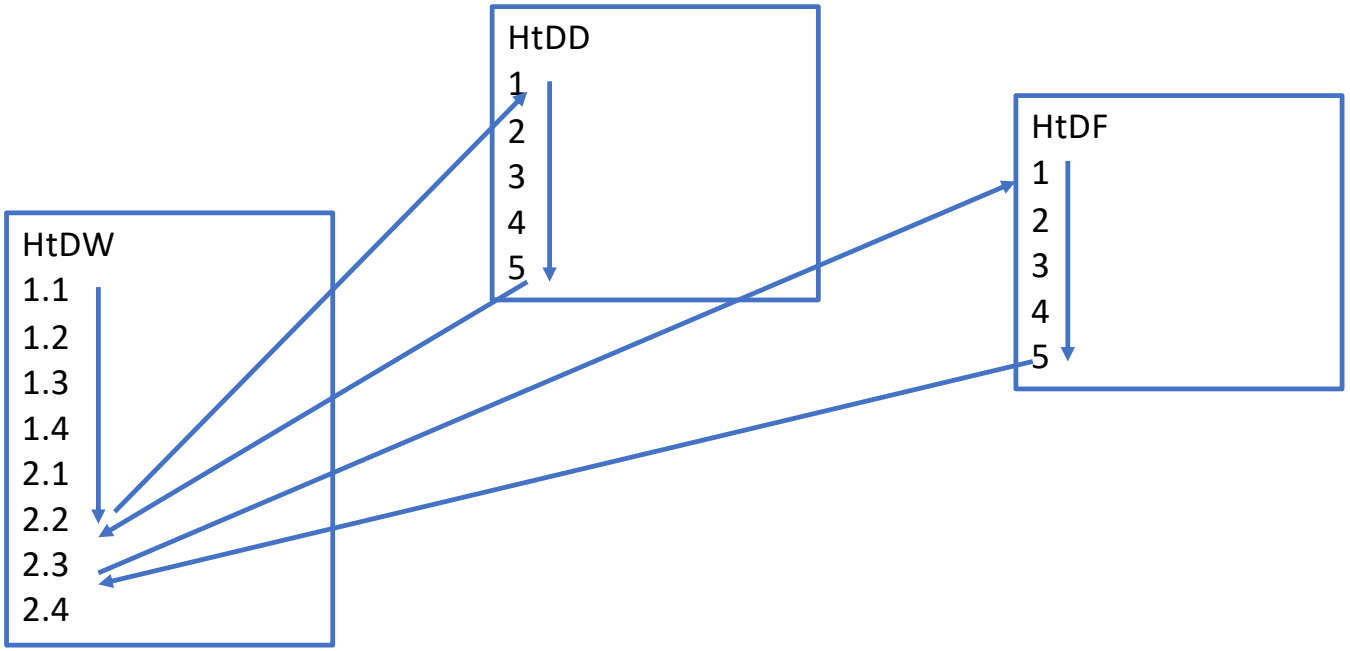
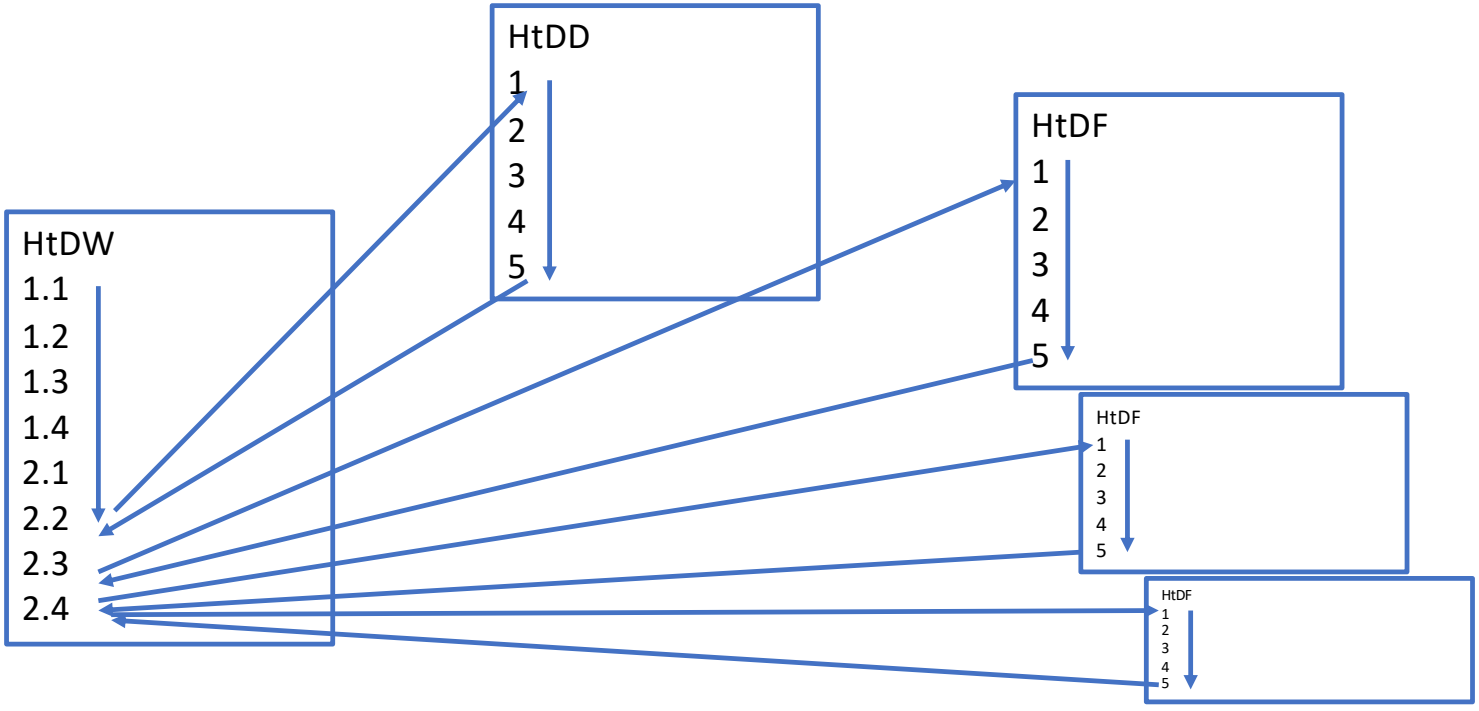


Trust the recipes
to help you make progress
What's the next step of the recipe?



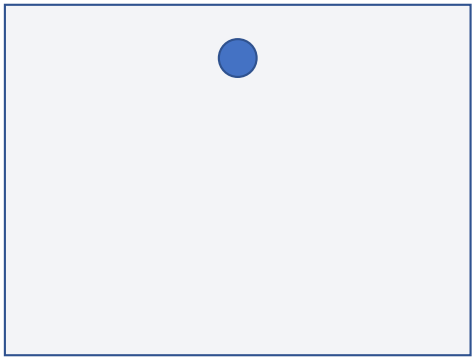
Don’t worry,
handwriting
will be magically
cleaned up!

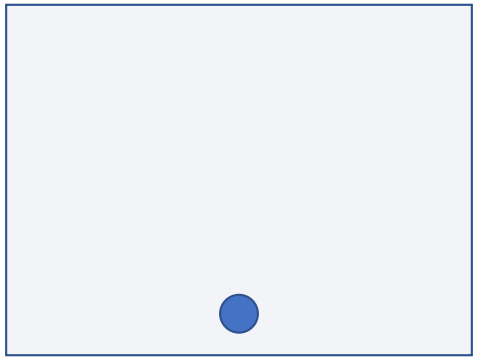
Constant

Changing

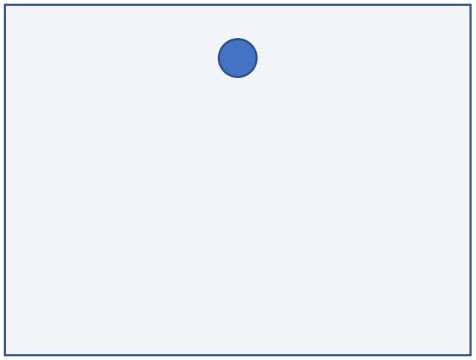
BB options

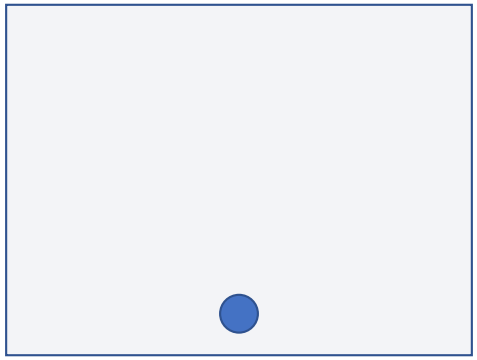
on-tick
to-draw
on-key
on-mouse

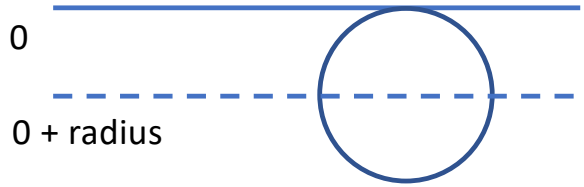


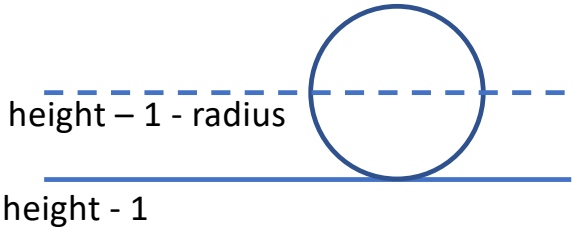


Constant	Changing	BB options
width	spider y	on-tick
height		to-draw
center x		~~on-key~~
speed		~~on-mouse~~
spider radius		
spider image		
mts		









Constant

width
height
center x
speed
spider radius

spider image
mts

Changing

spider y

BB options

on-tick
to-draw
~~on-key~~
~~on-mouse~~

BOT
HEIGHT