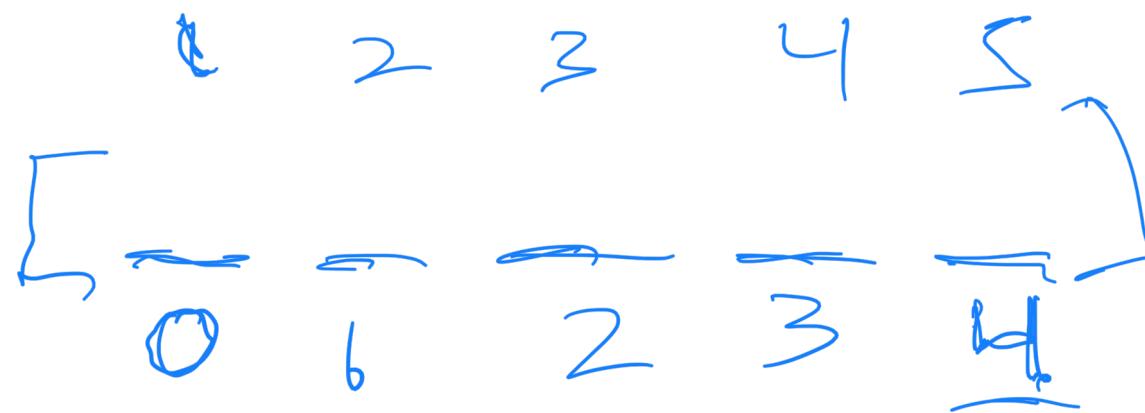
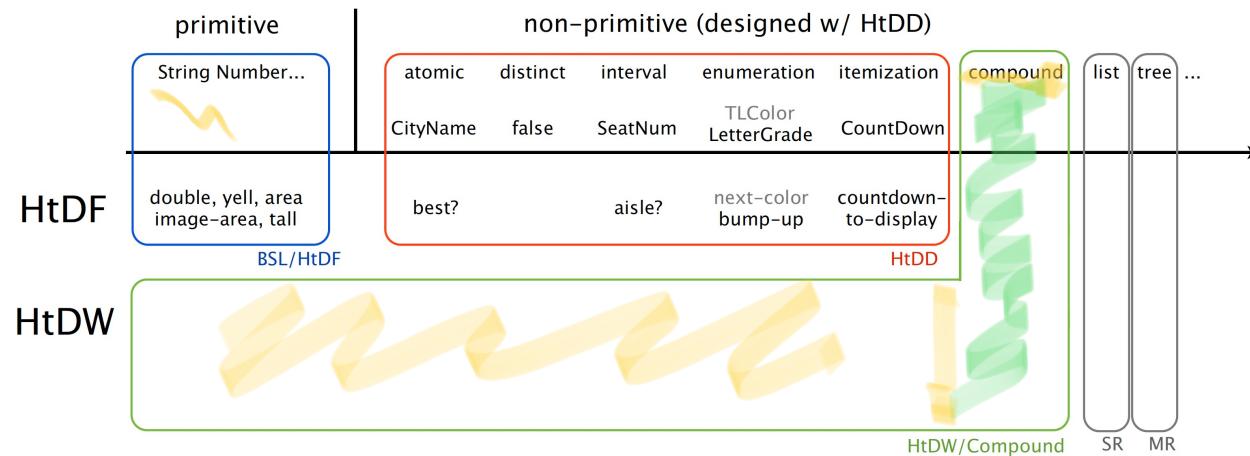


identifying the structure of the information is a key step in program design

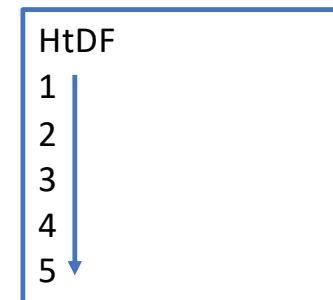
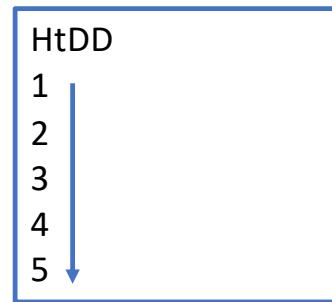
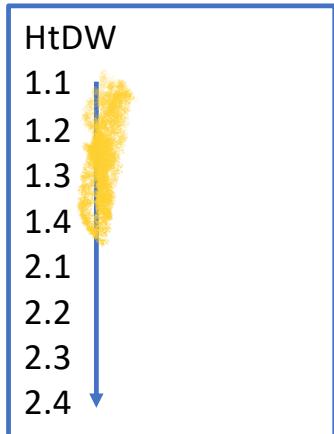
as data definitions get more sophisticated you will see that choosing the structure to use is a point of leverage in designing the overall program

keep calm and design the data

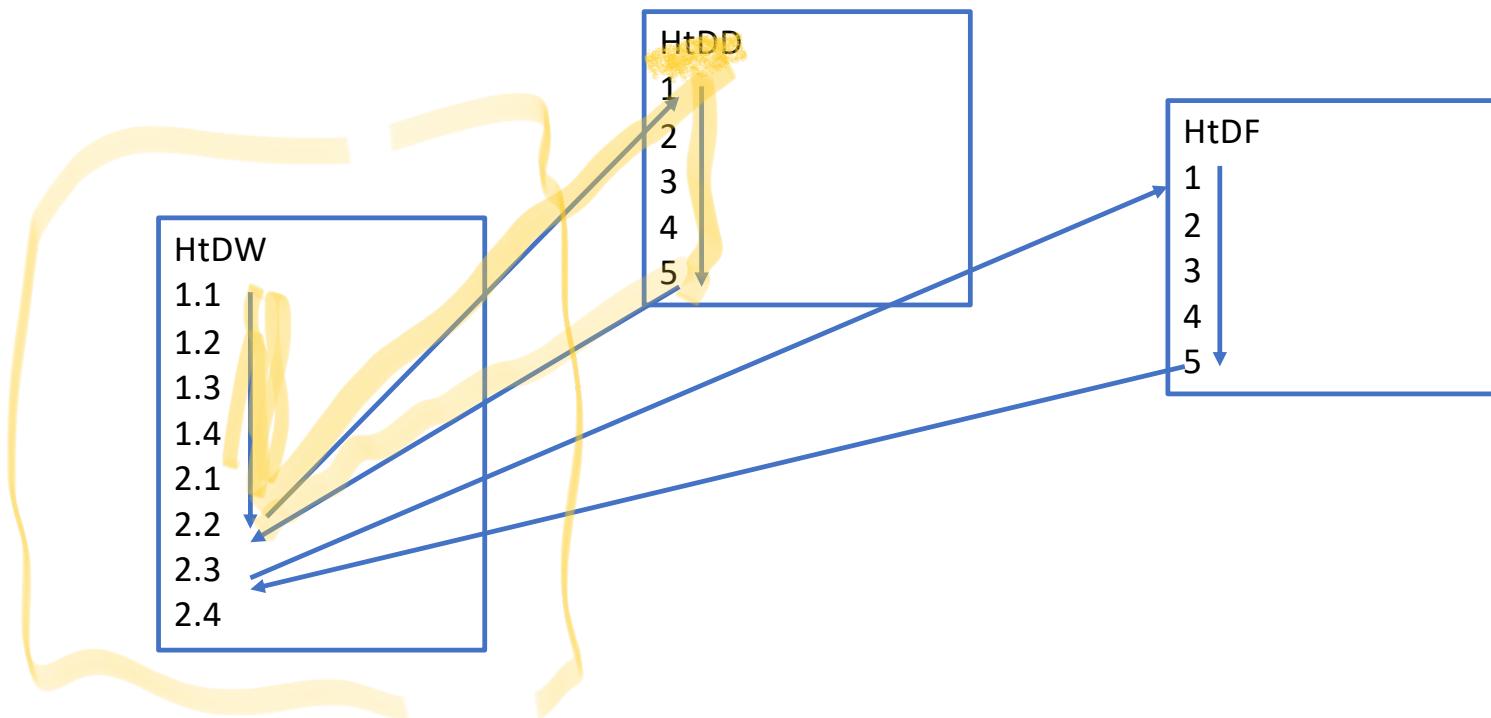
form of data



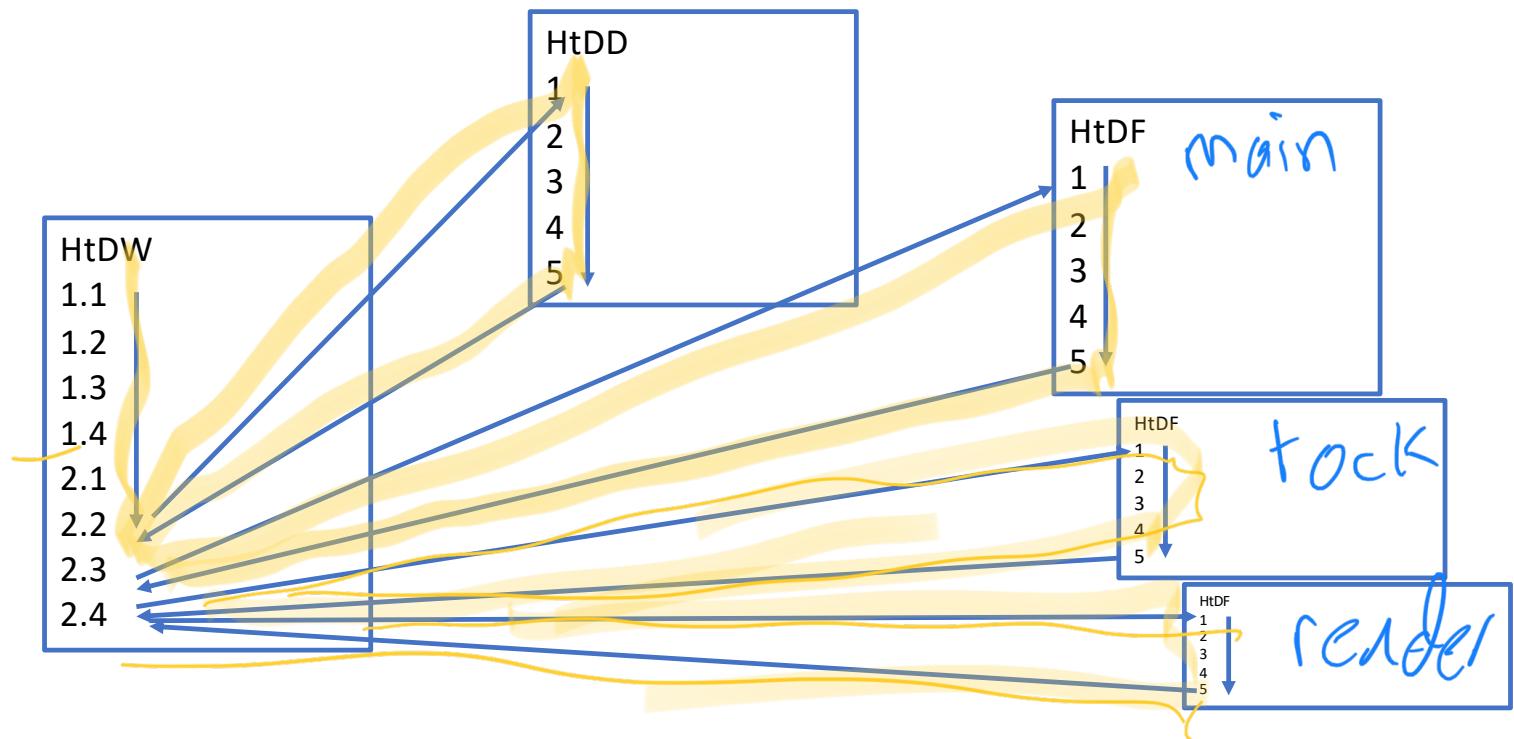
Trust the recipes
to help you make progress
What's the next step of the recipe?

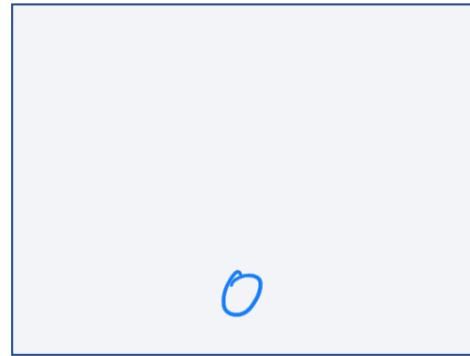
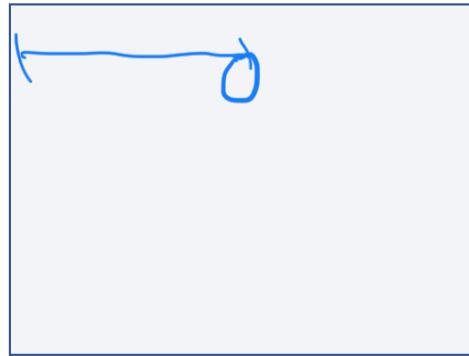


Trust the recipes
to help you make progress
What's the next step of the recipe?



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





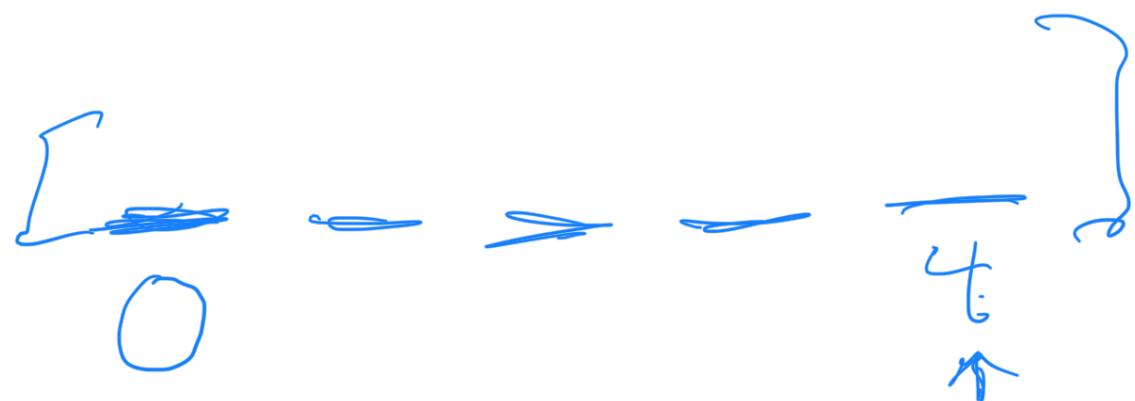
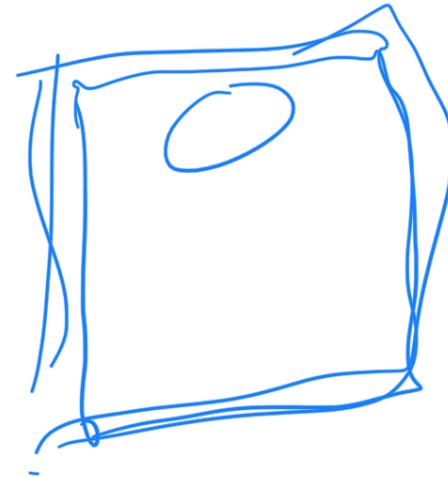
Don't worry,
handwriting
will be magically
cleaned up!

Constant
width
height
ctr-x
radius
spider-image
background
speed

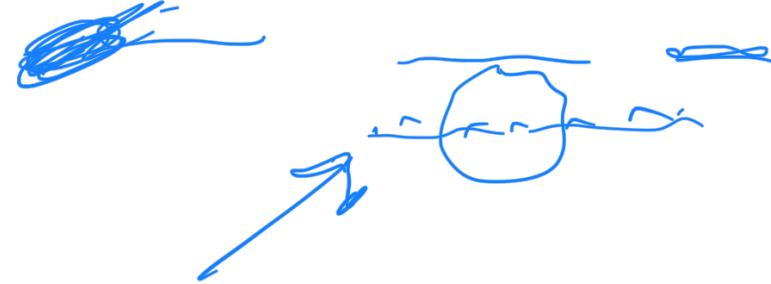
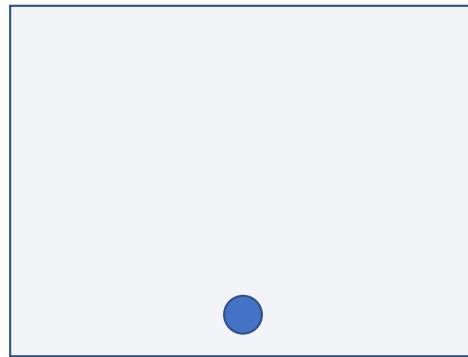
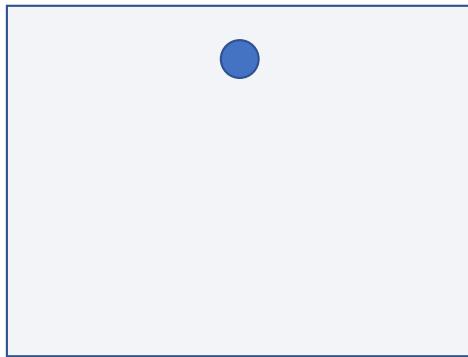
Changing
y pos

BB options

- on-tick ✓
- to-draw ✓
- on-key
- on-mouse
- stop-when



model + view = controller



Constant

width

height

center x

speed

spider radius

Changing

spider y

100

212

BB options

on-tick

to-draw

on-key

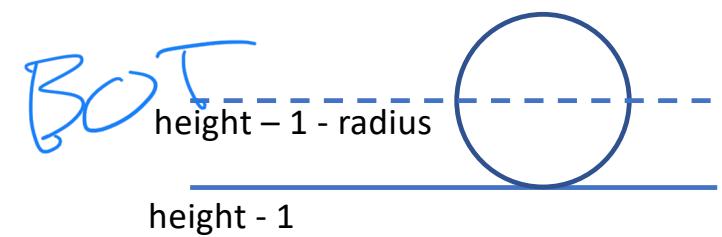
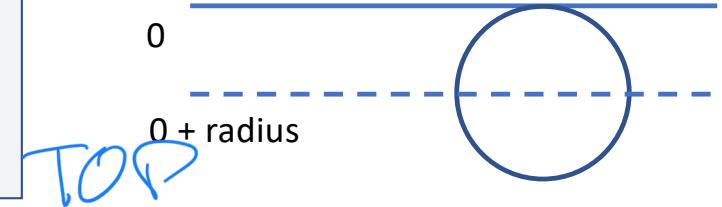
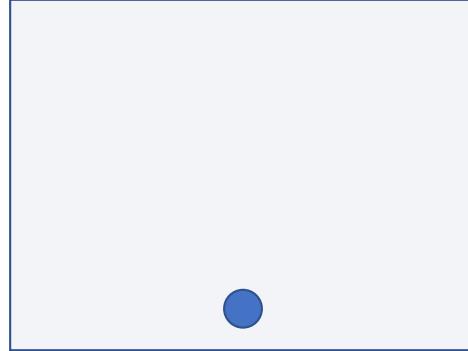
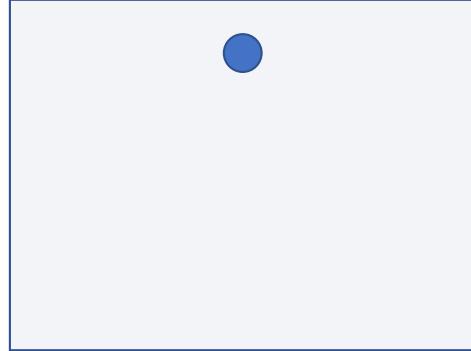
on-mouse

stop-when



spider image

mts



Constant

width
height
center x
speed
spider radius

Changing

spider y

BB options

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

spider image
mts

