

Universidad de Guadalajara

Ingeniería en computación

Ejercicio 02. Conceptos básicos Gscript

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Lesson	Code	
1		<pre> 1 func _ready(): 2 »   print("Welcome!") </pre>
2		<pre> 1 func this_code_is_wrong(): 2 »   return </pre>
3		<pre> 1 func run():      1 func run(): 2 »   show()        2 »   rotate(0.5) </pre>
4		<pre> 1 func draw_rectangle(): 2 »   move_forward(220) 3 »   turn_right(90) 4 »   move_forward(260) 5 »   turn_right(90) 6 »   move_forward(220) 7 »   turn_right(90) 8 »   move_forward(260) </pre>
5		<pre> 1 func draw_square(): 2 »   move_forward(200) 3 »   turn_right(90) 4 »   move_forward(200) 5 »   turn_right(90) 6 »   move_forward(200) 7 »   turn_right(90) 8 »   move_forward(200) 9 »   turn_right(90) 10 11 12 func draw_three_squares(): 13 »   draw_square() 14 »   jump(300, -300) 15 »   draw_square() 16 »   jump(300, -300) 17 »   draw_square() </pre>
6		<pre> 1 func draw_rectangle(length, height): 2 »   move_forward(length) 3 »   turn_right(90) 4 »   move_forward(height) 5 »   turn_right(90) 6 »   move_forward(length) 7 »   turn_right(90) 8 »   move_forward(height) 9 »   turn_right(90) </pre>
7		<pre> 1 func run(): 2 »   position.x = 100 3 »   position.y = 100 4 »   draw_rectangle(100, 100) 5 » 6 »   position.x = 300 7 »   draw_rectangle(100, 100) 8 » 9 »   position.x = 500 10 »  draw_rectangle(100, 100) </pre>

8		<pre>var health = 100</pre>	
9		<pre>var health = 50  func heal(amount):     health += amount</pre>	
10		<pre>1 func _process(delta): 2     rotate(0.05) 3     move_local_x(5)</pre>	
11		<pre>1 func _process(delta): 2     rotate(2 * delta) 3     move_local_x(100 * delta)</pre>	
12		<pre>1 var angular_speed = 4 2 3 func _process(delta): 4     rotate(angular_speed * delta) 5 6 func set_angular_speed(new_angular_speed): 7     angular_speed = new_angular_speed</pre>	
13		<pre>1 func take_damage(amount): 2     health -= amount 3     if health &lt; 0: 4         health = 0</pre>	
14		<pre>1 var level = 3 2 var health = 100 3 var max_health = 100 4 5 func take_damage(amount): 6     if level &gt; 2: 7         amount *= 0.5 8 9     health -= amount 10 11     if health &lt; 0: 12         health = 0</pre>	
15		<pre>1 func reset_robot(): 2     scale = Vector2(1.0, 1.0) 3     position = Vector2(0.0, 0.0)</pre>	
16		<pre>func move_to_bottom():     while cell.y &lt; board_size.y - 1:         cell += Vector2(0, 1)</pre>	

17		<pre> 1 func run(): 2     for number in range(3): 3         jump(200, 0) 4         draw_rectangle(100, 100) </pre>	
18		<pre> 1 func run(): 2     select_units([Vector2(1, 0), Vector2(4, 2), Vector2(0, 3), Vector2(5, 1)]) </pre>	
19		<pre> 1 var rectangle_sizes = [Vector2(200, 120), Vector2(140, 80), Vector2(80, 140), Vector2(200, 140)] 2 3 func run(): 4     for size in rectangle_sizes: 5         draw_rectangle(size.x, size.y) 6         jump(size.x, 0) </pre>	
20		<pre> 1 func run(): 2     combo = ["jab", "jab", "uppercut"] 3     for animation_name in combo: 4         play_animation(animation_name) </pre>	
21		<pre> 1 var cell_size = Vector2(80, 80) 2 3 func convert_to_world_coordinates(cell): 4     return cell * cell_size + cell_size / 2 </pre>	
22		<pre> 1 var crates = ["healing heart", "shield", "gems", "sword"] 2 3 func run(): 4     while crates: 5         crates.pop_back() </pre>	
23		<pre> 1 var tracks = [] 2 3 func fix_tracks(): 4     align(tracks[-1]) 5     align(tracks[-3]) 6     align(tracks[-4]) </pre>	
24		<pre> 1 func add_item(item_name, amount): 2     inventory[item_name] += amount </pre>	

25		<pre> 1 var units = { 2     Vector2(1, 0): "robot", 3     Vector2(2, 2): "turtle", 4     Vector2(3, 0): "robot", 5 } 6 7 func run(): 8     for cell in units: 9         var unit_type = units[cell] 10        place_unit(cell, unit_type) </pre>	
26		<pre> 1 var player_input = "" 2 var item_count = 0 3 4 func buy_selected_item(): 5     player_input = get_player_input() 6     item_count = int(player_input) </pre>	
27		<pre> 1 var whole_number: int = 4 2 var text: String = "Hello, world!" 3 var vector: Vector2 = Vector2(1, 1) 4 var decimal_number: float = 3.14 </pre>	

Lesson 13	Conditions	100%
Lesson 14	Multiplying	100%
Lesson 15	2D Vectors	100%
Lesson 16	Introduction to While Loops	100%
Lesson 17	Introduction to For Loops	100%
Lesson 18	Creating arrays	100%
Lesson 19	Looping over arrays	100%
Lesson 20	Strings	100%
Lesson 21	Functions that return a value	100%
Lesson 22	Appending and popping values 1	100%
Lesson 23	Accessing values in arrays	100%
Lesson 24	Creating Dictionaries	100%
Lesson 25	Looping over dictionaries	100%
Lesson 26	Value types	100%
Lesson 27	Specifying types with type hints	100%

Reset Progress