Iterate();

The Rosetta Stone of Programming

Learning

Curriculum

- Accessible to any academic level
- In-app exercises & lesson plans
- Support for robotics courses

Environment

- Practical syntax without errors
- Options-based programming
- Built-in debugging tools

Visualization

- Various forms of tactile feedback
- Communication with hardware
- Line-by-line code execution

Outcomes

- Familiarity with base concepts
- Confidence to continue CS
- Useful knowledge of Java

Iterate();

New Class;
Load Class;
Tutorial;
Settings;

```
03   public class Iterations
04   {
05        public static void main (String[] args)
06        {
07            //Creating a ball at x = 0 and y = 0
08            Iterate("ball", new Position(0,0));
09            //Loops can make many balls appear with little code!
10            for (int i = -5; i <= 5; i++)
11            {
12                if (i != 0)
13                {
14                    Iterate("ball", new Position(i,2));
15                }
16            }
17            ClearIterations();
18            //Nested Loops can make patterns, too!
19            for (int i = 0; i < 6; i++)
```

Contact us:
David Hungerman : dhungerman@ucmerced.edu
Brian Hungerman : bhungerman@ucmerced.edu