Zumi Lesson December 15th

Writing a function to **execute** a route.

**Recap of last week**

The last time we programmed Zumi, we made a function that allowed us to enter grid spaces instead of inches to move Zumi a certain distance. We also made a dictionary and a companion function to pull the key, value pair by just the key. You may be asking yourself why that was useful and shortly you will see.

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**Remembering the goal**

Let’s first remember the goal. Our goal is to write a program that moves Zumi through the competition field provided pickup and drop off locations. However, we will only feed those values (pickup and drop off) to a function and that calculates the route for us. Right, because manually calculating the route is lame. We want our program to be sophisticated and do the hard work for us.

**Today’s goal**

1.)Write a function that will take the two locations in the form of letters and translates them into point values again. Why ? Because remember our goal, we want to only type in letters and have a route calculated. This is the only function we will be calling in main.

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2.)Write a function that takes 4 points, calculates a route, and then executes it. This will be the only function called by dest2dest. The weird part is, for today, we will be holding off finishing the calculating route part.

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The next function we will write, called plot course, is approximately 80 lines. It also requires a 3 helper functions that total about 40 lines. So, in total, creating the course will be about 120 lines.

Ending notes:

* **Amrutha was absent.**
* **Finished up to step 2.**