**CS107 – Java Project #1**

**Chapter: 2 – Program Design and Implementation**

**Objective**: Use Alice and objects to design a program. Alice Liddell and the White Rabbit will be in the scene for this exercise.

**Algorithm or Program Steps:**

1. Alice turns her head toward the user.
2. Alice greets the user.
3. The White Rabbit turns to face the user.
4. The White Rabbit greets the user.
5. Alice introduces herself.
6. The White Rabbit introduces himself.
7. Simultaneously, Alice and the White Rabbit say “Welcome to our World!”
8. The White Rabbit disappears instantly.
9. A “pop” sound is heard when the White Rabbit disappears.
10. Alice asks “Now where did he go this time?”

**On your own:**

Add several more steps to this program on your own.

Plan your steps here:

11. The rabbit moves to a nearby garden and becomes visible again

12. Alice says “wait for me!”

13. Alice disappears with a “pop”

14. She also moves into the nearby garden

15. Opacity is restored creating the illusion of movement