# **CSE 11: PA1 Turtle Graphics**

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## **ACMS Login IDs**

- Check your login ID on ACMS: https://sdacs.ucsd.edu/~icc/index.php
- Labs are open 24/7
- Check CSE 11 course website for tutor hours
- Doors to lab may be locked check door code on your ACMS account. If you have problems, contact ACMS

## How to get started on PA1

- READ the PA1 assignment description carefully
  - 1. Copy everything to your home directory
  - 2. Create new directory, named pa1
  - 3. Copy over turtleClasses.jar
  - 4. Use Vim or GVim to edit your code Please do not use Eclipse! Get familiar with Vim.

Vim configuration shortcut:
 http://lmccutch.org/configs/ieng9/.vimrc

# File(s) Required

CSE11Turtle.java

...Just one!

#### **Useful Resources**

CSE11 Course Website -> Useful Links:

http://cseweb.ucsd.edu/~ricko/CSE11/links.html

Everything on there is there to help you.

#### **Basic Overview**

Purpose of assignment: Draw out your login, quarter, and year

Example picture:



- Two classes from turtleClasses: World and Turtle
- All methods you'll be using are from SimpleTurtle
  CSE11 Website->Useful Links->turtleClasses Docs->SimpleTurtle



Use **your own login ID** for your program

# Let's go through an example...

What is this code doing?

```
private void drawC(int x, int y)
 penUp();
 moveTo(x, y); // always start in upper left corner of this char block
 turnToFace(getXPos() + 1, getYPos()); // face right
 penDown();
 forward(40);
 penUp();
backward(40);
 turnRight();
 penDown();
forward(80);
turnLeft();
forward(40);
```

#### Extra Credit

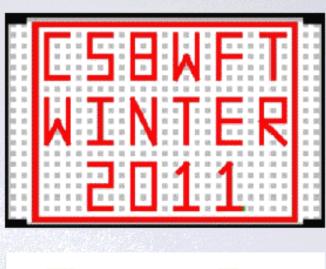
1. Draw text so it is centered both vertically and horizontally



2. Add something creative and unique (aka have fun!)

#### Like this...







# Helpful Tips

- turnLeft() and turnRight() vs. actually turning left and right
- Turtle must face in direction it is going to draw
- Draw out characters by hand on paper before coding

# How to Compile

- To compile: javac -cp ./turtleClasses.jar:. CS11Turtle.java
- To run: java -cp ./turtleClasses.jar:. CS11Turtle

\*\*Notice you don't type .java to run your program! Case sensitive!

# How to Turn-in your Assignment

- To turn-in: turnin pa1
- To verify your turn in: verify pa1
- All done on the terminal (get familiar with the unix environment)
- May turn in your assignment multiple times before the due date (careful!)

#### A few Vim commands

CSE11 Website \_\_\_ Useful Links \_\_\_ Vi cheatsheet http://www.lagmonster.org/docs/vi.html

## Style Guide

- Comments
- File headers
- Class/Method headers
- Meaningful variable names
- Sufficient use of blank lines. Logical chunks of code
- Using more than 80 chars on line
- Use camel case
- Indentation
- Magic Numbers

### START EARLY & HAVE FUN!



Questions?