

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...

CS11FDD
FALL
2010

CS8FHP
♡ FALL ☆
☆ 2010 ♡

CS8FHE
FALL
2010



CS8WFT
WINTER
2011

CS8WBH
WINTER
2011



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?