

Math and Variables

Remember to make use of variables! Whenever you want to use a value, get in a good habit of storing into a variable first with an appropriate name.

1) A cuboid is a 3D rectangle. Its length, width, and height can all be different values. We are looking to build a house and we want to give it some windows. In this case, we have a cuboid made of cobblestone, which is our house, and a cuboid made of air, which is our windows. Using the methods we learned, create our windowed house.

You will need the following block type numbers:

Cobblestone: 4

Air: 0

2) Experiment with your windowed house and make an opening for your house that you can walk into it. In other words, carve out a small rectangular space to get into your house.

3) Now let's take our house and make it into a swimming pool that we can get into. For this, we will have to take the top off of our house and make it into water. The block type for water is 8.

Strings

1) Take your character's current x, y, and z positions and block type you are standing on and post them into chat in the format:

"x: <x value>, y: <y value>, z: <z value>, block type: <block type>"

Replace the words in the angled brackets <> with their actual values.

An example of an output would be posting "x: 5, y: 3, z: 1, block type: 7" to chat.

You will need the `mc.getBlock()` function, which gives us the block type at certain coordinates.

2) Ask for one message, wait a few seconds (using the `sleep()` function) and then ask for a second message. Let's wait 3 seconds.

3) What happens when we ask for user input and just press enter without typing anything? Post this to chat and see what happens. Think about why it is how it is.