

snap

COR100 Snap! Programming

TODO Practice

1. Register an account with `snap.berkeley.edu`. Use your Lyon College email address and FirstnameLastname as Username, e.g. MarcusBirkenkrahe.

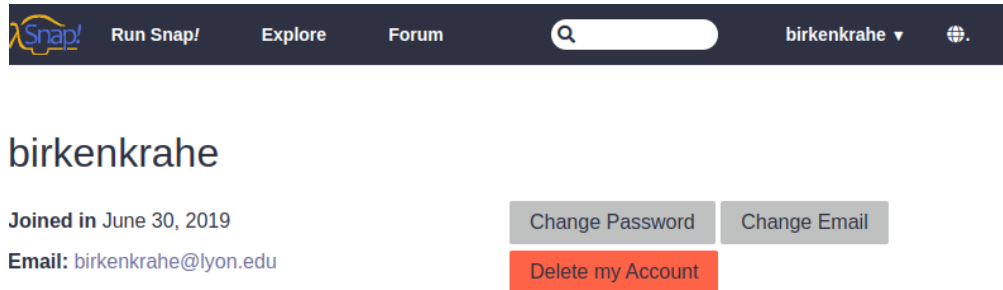


Figure 1: snap.berkeley.edu profile page

2. Create a new named project:
 - Open the main menu at the top
 - Click on New (a new project page opens)
 - Click on Save As ... and enter the name FirstProject
 - Save the project on your computer.
 - Open the file location to see where FirstProject.xml was saved

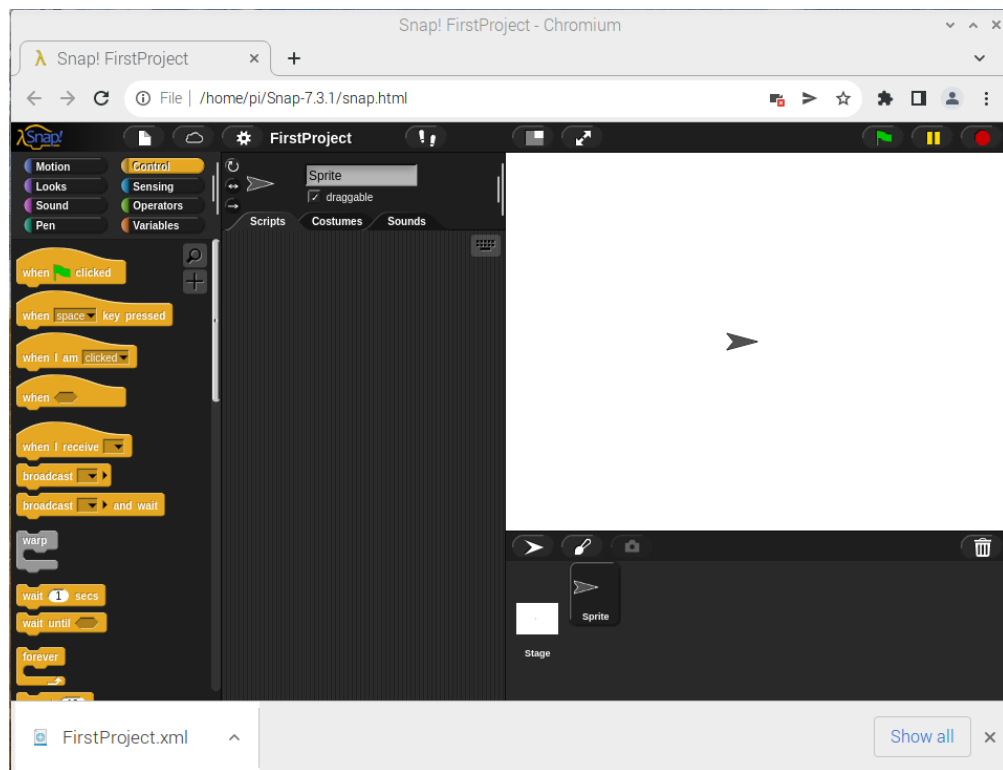


Figure 2: FirstProject in the Snap! desktop app

3. Create a new sprite and stage:

- Add a new *Turtle* sprite
- Open the *Costumes* menu from the main menu (at the top)
- Click on the sprite icon and pick an animal or human *costume* for the *sprite* using the Costumes library
- Click on the *stage* icon and pick a background for the *stage* using the Backgrounds library
- Save your project to the cloud using Save As ... and then choosing the location Cloud instead of Computer
- Go to My Projects on the Snap! website and find your project

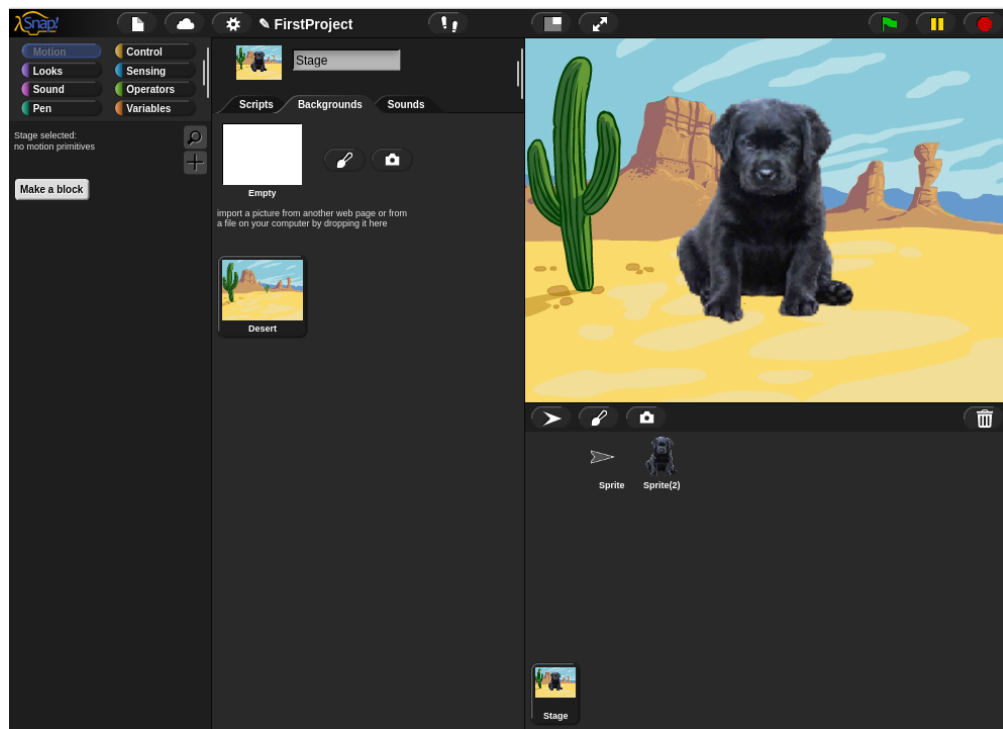


Figure 3: New sprite with new background.

4. Create a simple script with a standard Turtle:

- Go back to the *Scripts* tab. If the Motion command palette is greyed out, then your chosen sprite costume cannot be moved and you need to pick another.
- Make your sprite point towards center of the stage
- Make your sprite move 200 steps
- Make your sprite go to a random position
- Make sure that all your statements/commands are attached to one another in the prescribed order

5. Run script:

- Run the script a few times by clicking on any of the statements in the script
- Go to the Control command palette
- Make your sprite wait 1 secs between moving and going to a random position
- Run the altered script a few times to make sure it does what it should
- Execute the script forever by including it in a forever loop
- When running, the final result should look like shown [in this video](#) (with your choice of sprite and background, of course)
- Save your project to the cloud location (with Save As ...)

6. Share your project and upload the location

- Go to your projects and share the project
- Upload the URL (browser location) to the in-class Canvas assignment "First Project"

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