snap

COR100 Snap! Programming

TODO Practice 1 - first script

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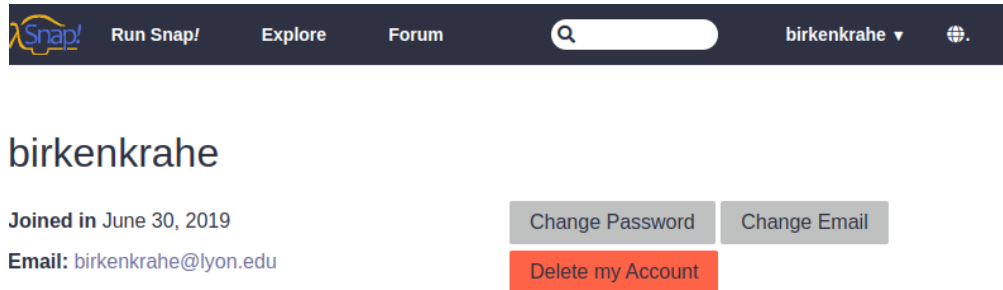

Figure 1: snap.berkeley.edu profile page

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.
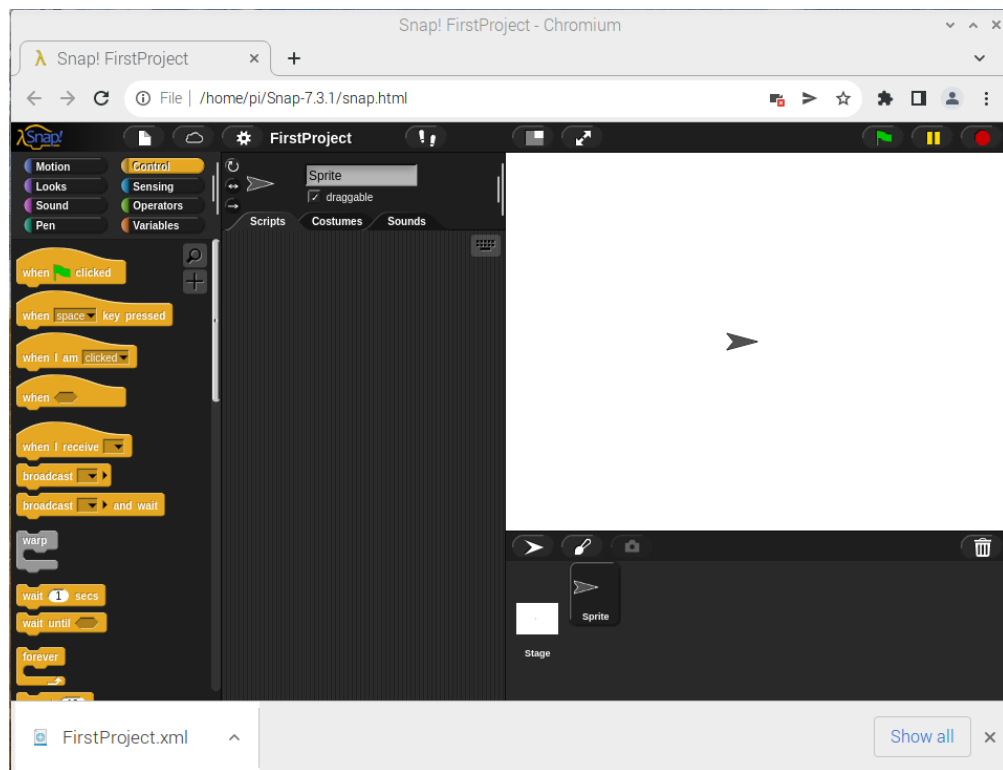   - Open the file location to see where `FirstProject.xml` was saved

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`
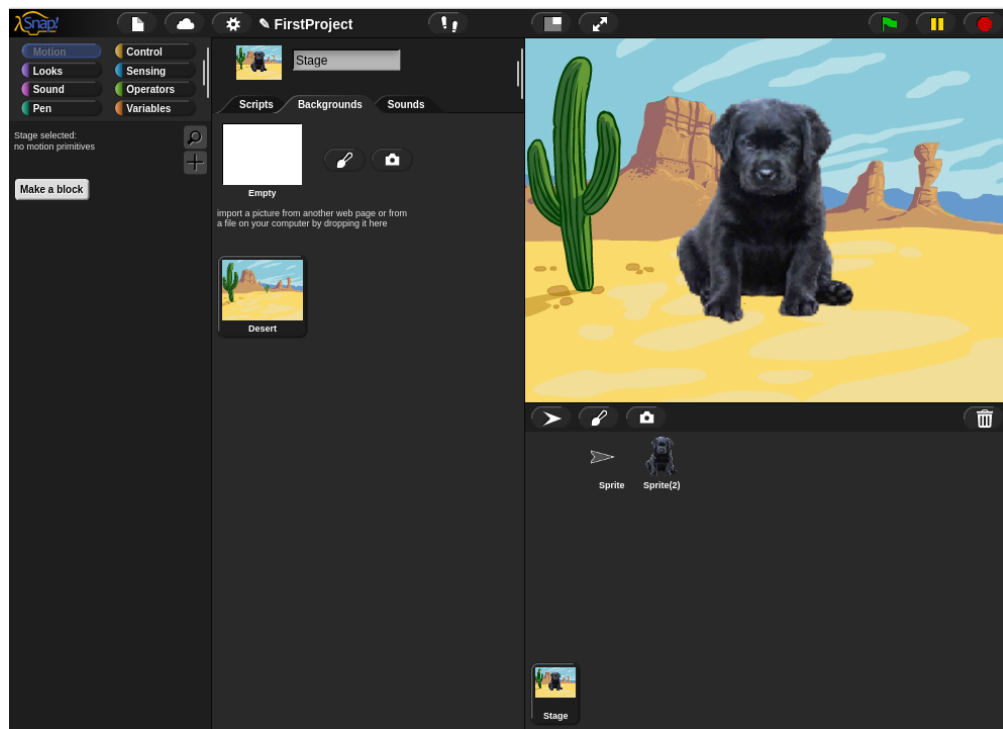- Go to `My Projects` on the Snap! website and find your project

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
   - Stop the program by clicking on the script, or by clicking on the red STOP symbol at the top above the stage
   - 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 using the `Share` button.
   - You can now publish the project, which means that it will be visible (and searchable) in the Snap! website

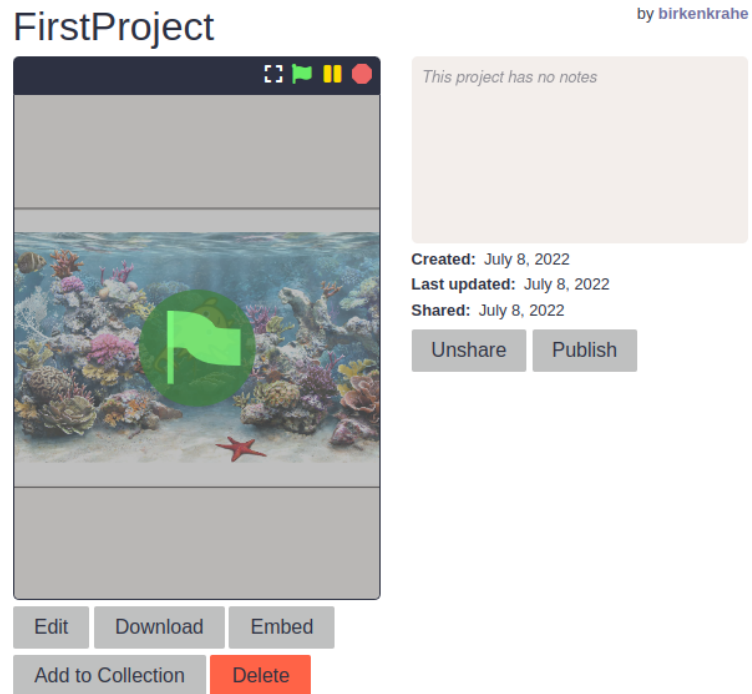   - On the project page, you can `Unshare` and `Unpublish` your project.

Figure 4: You can share/unshare, and publish/unpublish projects

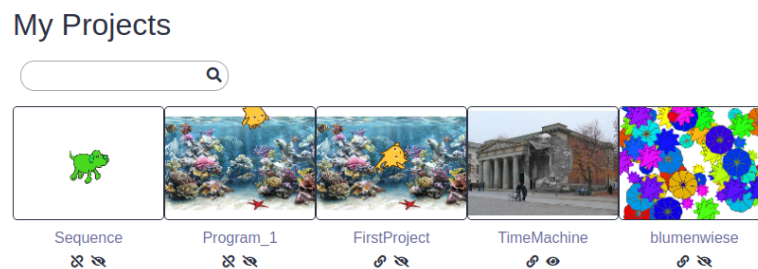- On the `My Projects` page, you also see if a project is shared and/or published.

Figure 5: My "My Projects" page

- You can add projects to collections.

Figure 6: My collection of projects for this course

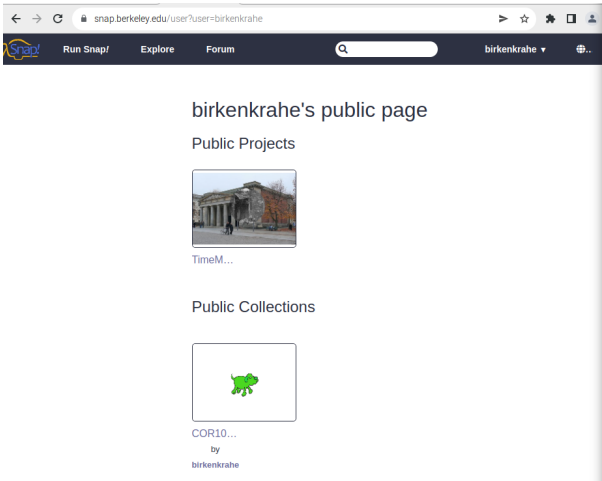- Published projects and collections are displayed on your public page.

Figure 7: My collection of projects for this course

*

Created: 2022-07-12 Tue 21:14