07.06 Module Project Proposal

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| **I plan to modify the assignment for Lesson Number 07.01**  I will enhance the 07.04 assignment by plotting data for a science experiment |
| **I plan to write an entirely new program.**  N/A |
| **Instructor Comments**         Instructor Approval: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ |
| **Academic Integrity Agreement:** The work I submit will be my own. I will not receive improper assistance from another student or anyone knowledgeable of programming, and I will not use code from any other source. I am aware of the specific Academic Integrity policies that apply to my work in this course and understand that not following these policies will have serious consequences that have been shared with me.  Student Name: \_\_\_\_\_Brendon Ho\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_7/16/17\_\_\_\_\_\_\_\_\_\_ |

Reflection Questions:

Reflect on you growth as a programmer:

I was from being a machine programmer-who printed things to the console, did basic calculations, and basic interactivity-to being an object-oriented programmer-using classes, methods etc. The growth is incredible.

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How the assignment could be modified:

Asking more questions can be a good modification to review more of what was covered in the module.

How this relates to a real-life situation:

For my project, it is an interactive maze. In real-life, you need the user’s interaction to have a game function. Pac-man can be an example. The player tells the character where to go and which way to go with controls.

Pseudo code:

Import the graphics package

Create a new Survey class

Create a method in the Survey class called point. The parameters should be a Turtle, and integer and another integer. It should return nothing.

In the method move the Turtle to the first int and the last int using the .moveTo() method.

Make a new method. The parameter should be a string. It should return an int

Initialize the survey class.

Make an int variable and set it equal to 0

Make a String value and set it to an empty string

Make a for loop, it should have an int equal 0, the int should be less than the length of the parameter and it should increment by 2.

Have the string value equal to the substring of the parameter string with the initial number and the number +2.

Have the int set equal to the conversion/parsed version of the string value

Return the int \* 10

In the public class make the main method/

Initiate the world the picture, the background, the Turtle, and the Survey.

Set a string literal

Set plots by assigning values to the first method created above.