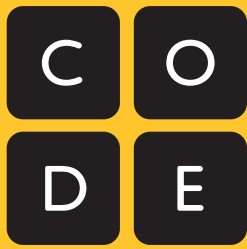


Name: _____

Course: _____



Computer Science in Algebra

powered by **BOOTSTRAP**



Student Workbook
Draft

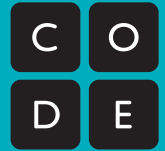


Stage 1

Name: _____ Date: _____ Per: _____

Reverse Engineering

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Thing in the game...

What changes about it?

More Specifically...

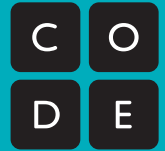


Stage 1

Name: _____ Date: _____ Per: _____

Video Game Planning

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Use this form to plan out your video game. Once your game is complete, the player will move up and down, the target and danger will move from left and right, and you will earn points by touching the target, and lose points by touching the danger.

Created by:

The game takes place in:

(This will be the background image in your game)

The player is a:

(The player moves up and down)

The target is a:

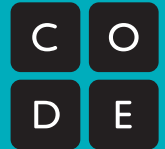
(The Target moves left and right)

The danger is a:

(The Danger moves left and right)

Evaluation Blocks

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Create the evaluation blocks for the provided equations.

$2 * 5$	<div style="border: 1px solid black; padding: 5px; text-align: center;">*</div>
$4 - (3 / 2)$	<div style="border: 1px solid black; padding: 5px;"> <div style="text-align: center;">-</div> <div style="display: flex; justify-content: space-between;"> 4 <div style="border: 1px solid black; padding: 2px; text-align: center;">/</div> </div> </div>
$(3 + 12) * 16$	<div style="border: 1px solid black; padding: 5px;"> <div style="text-align: center;">*</div> <div style="border: 1px solid black; padding: 2px; display: inline-block;">3</div> </div>
$1 + (15 * 5)$	<div style="border: 1px solid black; padding: 5px; text-align: center;">+</div>
$(2 + 17) * (12 - 8)$	<div style="border: 1px solid black; padding: 5px; text-align: center;">*</div>
$9 * (17 + 2)$	<div style="border: 1px solid black; padding: 5px;"> <div style="border: 1px solid black; padding: 2px; display: inline-block;"></div> </div>

$32 / 3$	
$(25 + 14) - 12$	
$(23 * 14) * (3 + 2)$	
$19 - (12 + 11)$	
$4 - (6 - 17)$	
$(12 * 4) / 3$	

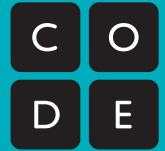


Stage 9

Name: _____ Date: _____ Per: _____

Fast Functions!

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_____ : _____ -> _____
name domain range

Example: _____ (_____) = _____

Example: _____ (_____) = _____

Define: _____ (_____) = _____

_____ : _____ -> _____
name domain range

Example: _____ (_____) = _____

Example: _____ (_____) = _____

Define: _____ (_____) = _____

_____ : _____ -> _____
name domain range

Example: _____ (_____) = _____

Example: _____ (_____) = _____

Define: _____ (_____) = _____

_____ : _____ -> _____
name domain range

Example: _____ (_____) = _____

Example: _____ (_____) = _____

Define: _____ (_____) = _____



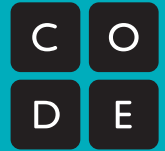
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Name: _____ Date: _____ Per: _____

The Design Recipe

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Description:

Contract and Purpose Statement

Every contract has three parts...

_____ : _____ -> _____
function name domain range

what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____
function name input(s) what the function produces

Example: _____ (_____) = _____
function name input(s) what the function produces

Definition

Write the definition, giving variable names to all your input values

Define: _____ (_____) = _____
function name variables

what the function does with those variables



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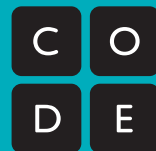


Stage 10

Name: _____ Date: _____ Per: _____

rocket-height (word problem)

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Description: A rocket blasts off, traveling at 15 meters per second. Write a function called **rocket-height** that takes in the number of seconds that have passed since the rocket took off, and which produces the height of the rocket at that time.

Contract and Purpose Statement

Every contract has three parts...

_____ : _____ -> _____
function name domain range

_____ what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____
function name input(s) what the function produces

Example: _____ (_____) = _____
function name input(s) what the function produces

Definition

Write the definition, giving variable names to all your input values

Define: _____ (_____) = _____
function name variables

_____ what the function does with those variables

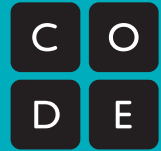


Stage 12

Name: _____ Date: _____ Per: _____

update-target (word problem)

Code.org Computer Science in Algebra



Description: Write a function **update-target** which takes in the target's x-coordinate and produces the next x-coordinate, which is 10 pixels to the right.

Contract and Purpose Statement

Every contract has three parts...

_____ : _____ -> _____
 function name domain range

 what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____
 function name input(s) what the function produces

Example: _____ (_____) = _____
 function name input(s) what the function produces

Definition

Write the definition, giving variable names to all your input values

Define: _____ (_____) = _____
 function name variables

 what the function does with those variables

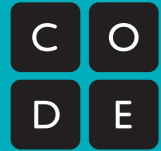


Stage 12

Name: _____ Date: _____ Per: _____

update-danger (word problem)

Code.org Computer Science in Algebra



Description: Write a function **update-danger** which takes in the danger's x-coordinate and produces the next x-coordinate, which is 10 pixels to the left.

Contract and Purpose Statement

Every contract has three parts...

_____ : _____ -> _____
 function name domain range

 what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____
 function name input(s) what the function produces

Example: _____ (_____) = _____
 function name input(s) what the function produces

Definition

Write the definition, giving variable names to all your input values

Define: _____ (_____) = _____
 function name variables

 what the function does with those variables

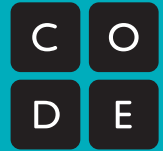


Stage 15

Name: _____ Date: _____ Per: _____

safe-left? (word problem)

Code.org Computer Science in Algebra



Description: Write a function **safe-left?**, which takes in an x-coordinate and checks to see if it is greater than 50.

Contract and Purpose Statement

Every contract has three parts...

_____ : _____ -> _____
 function name domain range

 what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____
 function name input(s) what the function produces

Example: _____ (_____) = _____
 function name input(s) what the function produces

Definition

Write the definition, giving variable names to all your input values

Define: _____ (_____) = _____
 function name variables

 what the function does with those variables

Description: Write a function **safe-right?**, which takes in an x-coordinate and checks to see if it is less than 350.

Contract and Purpose Statement

Every contract has three parts...

$$\text{function name} : \text{domain} \rightarrow \text{range}$$

what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____
function name input(s) what the function produces

Example: () =
 function name input(s) what the function produces

Definition

Write the definition, giving variable names to all your input values

Define: _____ (_____) =
function name variables

what the function does with those variables

Description: Write a function `onscreen?`, which takes in a character's x-coordinate and checks to see if it is safe on the left and on the right.

Contract and Purpose Statement

Every contract has three parts...

$$\text{function name} : \text{domain} \rightarrow \text{range}$$

what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____
function name input(s) what the function produces

Example: () =
 function name input(s) what the function produces

Definition

Write the definition, giving variable names to all your input values

Define: _____ (_____) =
function name variables

what the function does with those variables

Description: Luigi's Pizza has hired you as a programmer. They offer “pepperoni” (\$10.50), “cheese” (\$9.00), “chicken” (\$11.25), and “broccoli” (\$10.25). Write a function called **cost** which takes in the name of a topping and outputs the cost of a pizza with that topping.

Contract and Purpose Statement

Every contract has three parts...

$$\text{function name} : \text{domain} \rightarrow \text{range}$$

what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____

Example: _____ (_____) = _____

Example: _____ (_____) = _____

Example: $(\quad) =$

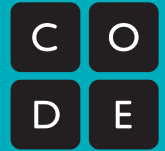
Definition

Write the definition, giving variable names to all your input values

Define: () =
 function name variables

Key Code Reference

Code.org Computer Science in Algebra



When you press a key on your keyboard, a unique numeric code is sent to your computer, which is then translated into a letter, number, or command. Use this handy key code reference sheet to make your Player sprite respond to different key presses.

Key	Code	Key	Code
left arrow	37	G	71
up arrow	38	H	72
right arrow	39	I	73
down arrow	40	J	74
0	48	K	75
1	49	L	76
2	50	M	77
3	51	N	78
4	52	O	79
5	53	P	80
6	54	Q	81
7	55	R	82
8	56	S	83
9	57	T	84
A	65	U	85
B	66	V	86
C	67	W	87
D	68	X	88
E	69	Y	89
F	70	Z	90

Description: Write a function called **update-player**, which takes in the key code of the key pressed and the player's y-coordinate, and returns the new y-coordinate.

Contract and Purpose Statement

Every contract has three parts...

$$\text{function name} : \text{domain} \rightarrow \text{range}$$

what does the function do?

Examples

Write some examples for your function in action...

Example: update-player (38 240) = 240 + 10

Example: update-player (40 240) = 240 - 10

Example: update-player (38 250) = _____

Example: update-player (40 250) = _____

Definition

Write the definition, giving variable names to all your input values

Define: () =
 function name variables

Collision Detection

Code.org Computer Science in Algebra

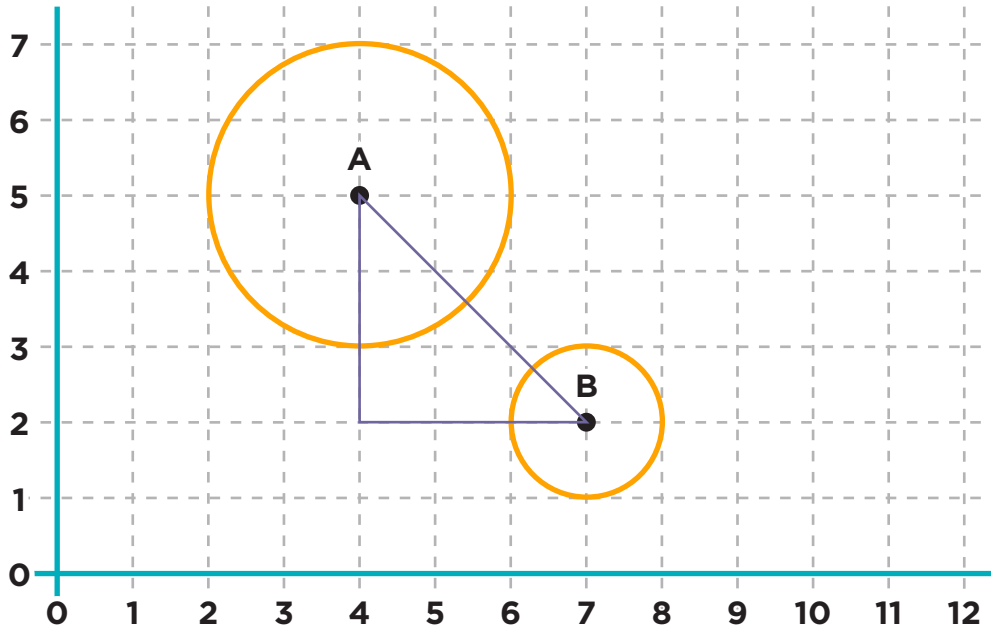
C

O

D

E

Graph #1



On the graph:

Label the right angle as C

Label segment AB as c

Label segment AC as b

Label segment CB as a

1. What is the radius of circle A? _____

2. What is the radius of circle B? _____

3. What is Radius A + Radius B _____

4. Do the circles overlap? (true/false) _____

5. What is the length of side a? _____

6. What is the length of side b? _____

7. Estimate the length of side c? _____

8. What is $a^2 + b^2$ _____

Collision Detection

Code.org Computer Science in Algebra

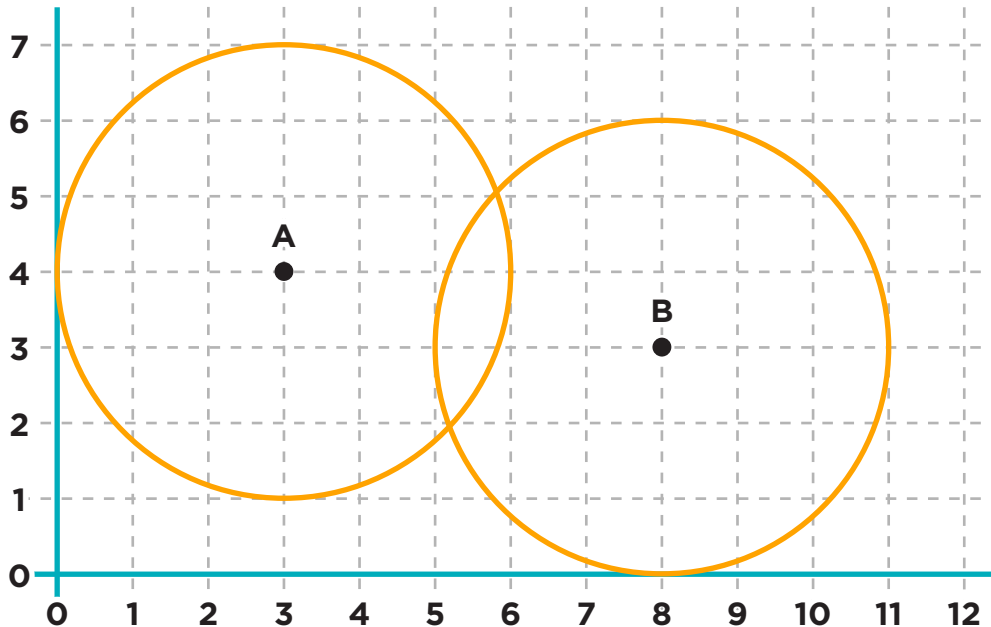
C

O

D

E

Graph #2

**On the graph:**

Draw a segment from point A to point B

Label segment AB as c

Draw a right triangle using segment c as the hypotenuse.

Label the right angle as C

Label segment AC as b

Label segment CB as a

1. What is the radius of circle A? _____
2. What is the radius of circle B? _____
3. What is Radius A + Radius B _____
4. Do the circles overlap? (true/false) _____
5. What is the length of side a? _____
6. What is the length of side b? _____
7. Estimate the length of side c? _____
8. What is $a^2 + b^2$ _____

Collision Detection

Code.org Computer Science in Algebra

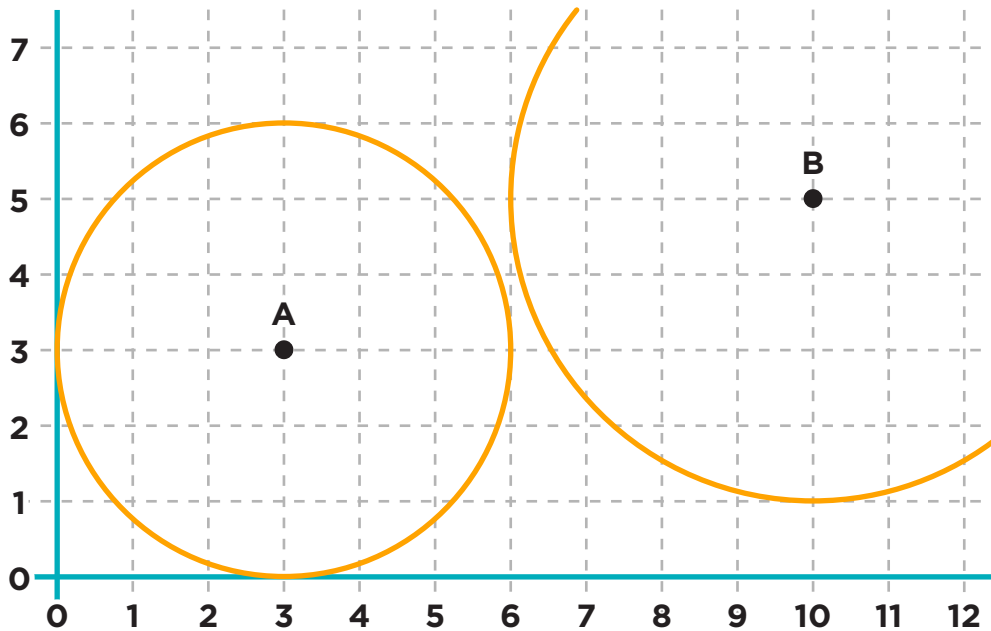
C

O

D

E

Graph #3

**On the graph:**

Draw a segment from point A to point B

Label segment AB as c

Draw a right triangle using segment c as the hypotenuse.

Label the right angle as C

Label segment AC as b

Label segment CB as a

1. What is the radius of circle A? _____
2. What is the radius of circle B? _____
3. What is Radius A + Radius B _____
4. Do the circles overlap? (true/false) _____
5. What is the length of side a? _____
6. What is the length of side b? _____
7. Estimate the length of side c? _____
8. What is $a^2 + b^2$ _____

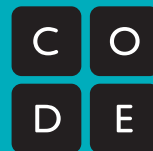


Name: _____ Date: _____ Per: _____

Stage 20

line-length (word problem)

Code.org Computer Science in Algebra



Description: Write a function called **line-length**, which takes in two numbers and returns the difference between them. It should always subtract the smaller number from the bigger one.

Contract and Purpose Statement

Every contract has three parts...

_____ : _____ -> _____
 function name domain range

 what does the function do?

Examples

Write some examples for your function in action...

Example: line-length (10 5) = 10 - 5
 function name input(s) what the function produces

Example: line-length (2 8) = 8 - 2
 function name input(s) what the function produces

Definition

Write the definition, giving variable names to all your input values

Define: _____ (_____) =
 function name variables

_____	_____
_____	_____
_____	_____
_____	_____

The Distance Formula

Code.org Computer Science in Algebra



The distance between two points (25, 50) and (300, 400) can be calculated with the distance formula as

$$\sqrt{\text{line-length}(25, 300)^2 + \text{line-length}(50, 400)^2}$$

Convert the formula in a circle of evaluation.

line-length	
25 300	



Stage 20

Name: _____ Date: _____ Per: _____

distance (word problem)

Code.org Computer Science in Algebra



Description: Write a function **distance**, which takes four inputs:

- px: The x-coordinate of the player
- py: The y-coordinate of the player
- cx: The x-coordinate of another game character
- cy: The y-coordinate of another game character

It should use the Distance formula to return the distance between both points.

Contract and Purpose Statement

Every contract has three parts...

_____ : _____ -> _____
function name domain range

what does the function do?

Examples

Write some examples for your function in action...

Example: _____ (_____) = _____
function name input(s) what the function produces

Example: _____ (_____) = _____
function name input(s) what the function produces

Definition

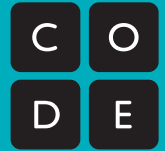
Write the definition, giving variable names to all your input values

Define: _____ (_____) =
function name variables

what the function does with those variables

collide? (word problem)

Code.org Computer Science in Algebra

**Description:** Write a function **collide?**, which takes four inputs:

- px: The x-coordinate of the player
- py: The y-coordinate of the player
- cx: The x-coordinate of another game character
- cy: The y-coordinate of another game character

Is the player's x and y within 100 pixels of the other character's x and y?

Contract and Purpose Statement*Every contract has three parts...*

_____ : _____ -> _____
 function name domain range

 what does the function do?

Examples*Write some examples for your function in action...*

Example: _____ (_____) = _____
 function name input(s) what the function produces

Example: _____ (_____) = _____
 function name input(s) what the function produces

Definition*Write the definition, giving variable names to all your input values*

Define: _____ (_____) = _____
 function name variables

 what the function does with those variables

Contract Log

[illegible]

Contract Log

[illegible]