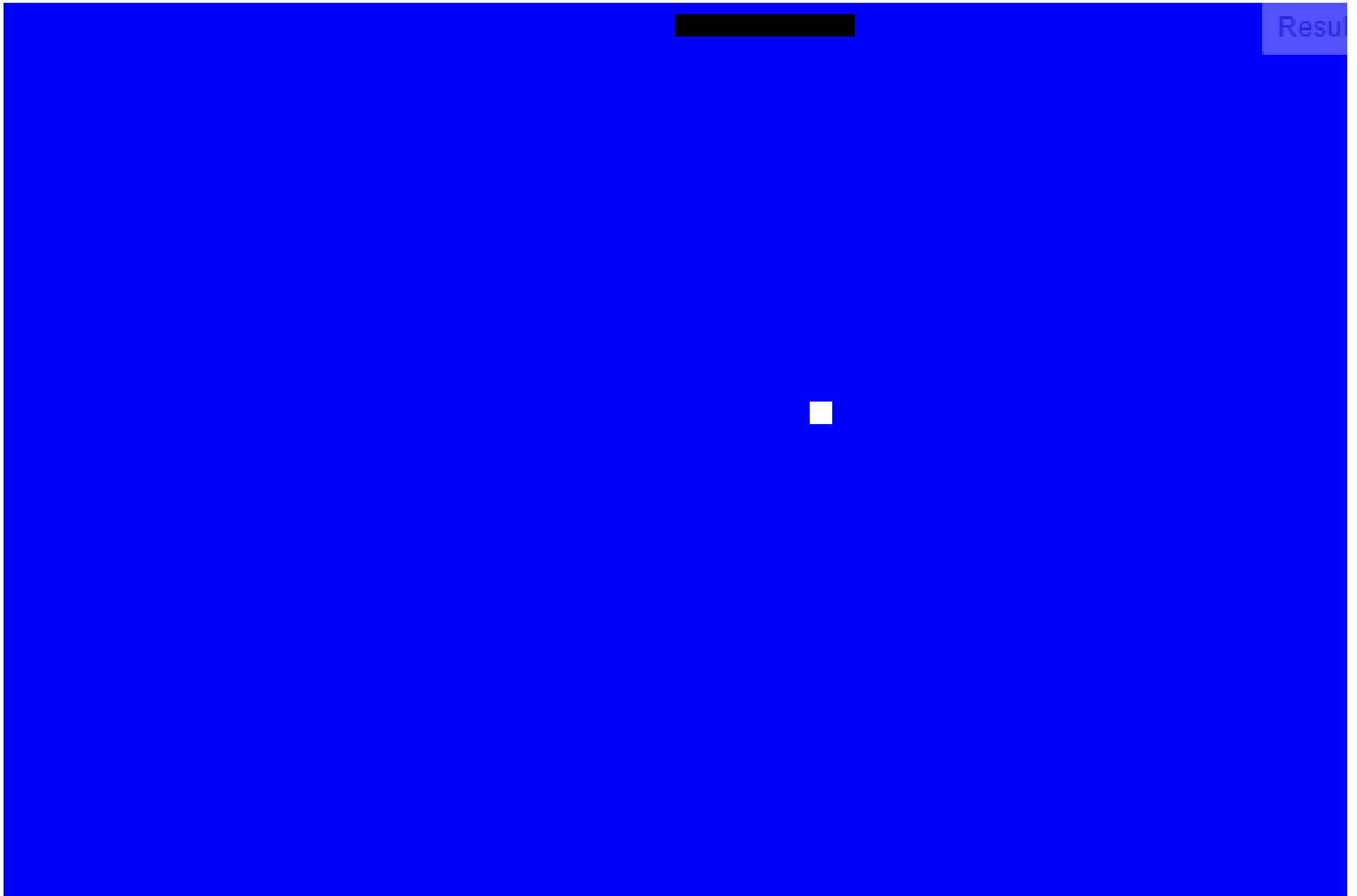


# Hello, World!

launch  \_code

Pong

# Making Pong



# Nouns and Verbs

- What things does our program need to do its job?
- What behaviors do we want our program to have?

# Extending Pong

## ■ Some ideas:

- Changing speed of the ball as time goes on
- Changing direction of the ball based on where it hits the paddle
- Tracking how many times the ball makes it past the paddle
- Changing colors and sizes of the ball and/or paddle as events happen in the game
- Adding in a second player

# Objects



# Programming Languages

```
function fibonacci(N)
  num1 = 0
  num2 = 1
  num3 = 0
  for (i = 0; i < N-2; i = i + 1)
    num3 = num1 + num2
    num1 = num2
    num2 = num3
```

```
return num3
```

```
function fibonacci(N) {
  var num1 = 0;
  var num2 = 1;
  var num3 = 0;

  for (i = 0; i < N-2; i = i + 1) {
    num3 = num1 + num2;
    num1 = num2;
    num2 = num3;
  }
  return num3;
}
```

```
int fibonacci(N) {
  int num1 = 0;
  int num2 = 1;
  int num3 = 0;

  for (i = 0; i < N-2; i = i + 1) {
    num3 = num1 + num2;
    num1 = num2;
    num2 = num3;
  }
  return num3;
}
```

launch  \_code