Name: _____

Interfaces and computational thinking

For each of the objects below, imagine you have a class implementing that thing.
What should it do? Think about it like this: your life would be easier if you could just tell the object to do certain actions. Simply list out those actions! **You do not need to code or explain them!!** Please list out some possible actions for at least two of the objects below!

For example, imagine a stopwatch. I would expect it to be capable of four actions: start, stop, lap, and reset. I don't care *how* it does those, just that it can do them on command!

A. A car

B. A video game character (you can pick any type!)

C. A canvas that you can draw on

D. A door

It's been a while since we've practiced thinking computationally *without* also coding the solution. For each problem below, outline how you would go about the task, **but do not write any code!** Simply list out your steps and any assumptions you are making!

1. Imagine you are writing code for a game of chess. How would you list all possible moves a knight can make? (Remember the knight is the horse one, and it can move in an L shape).

2. Imagine you want to bake the PERFECT pizza. You have a robot that has some assortment of sensors and things it can do (you decide!). How do you bake the *perfect* pizza?

What's one thing in/related to class that you wish you understood better?

If you have extra time, try my favorite puzzle website!
It's Halloween themed today!