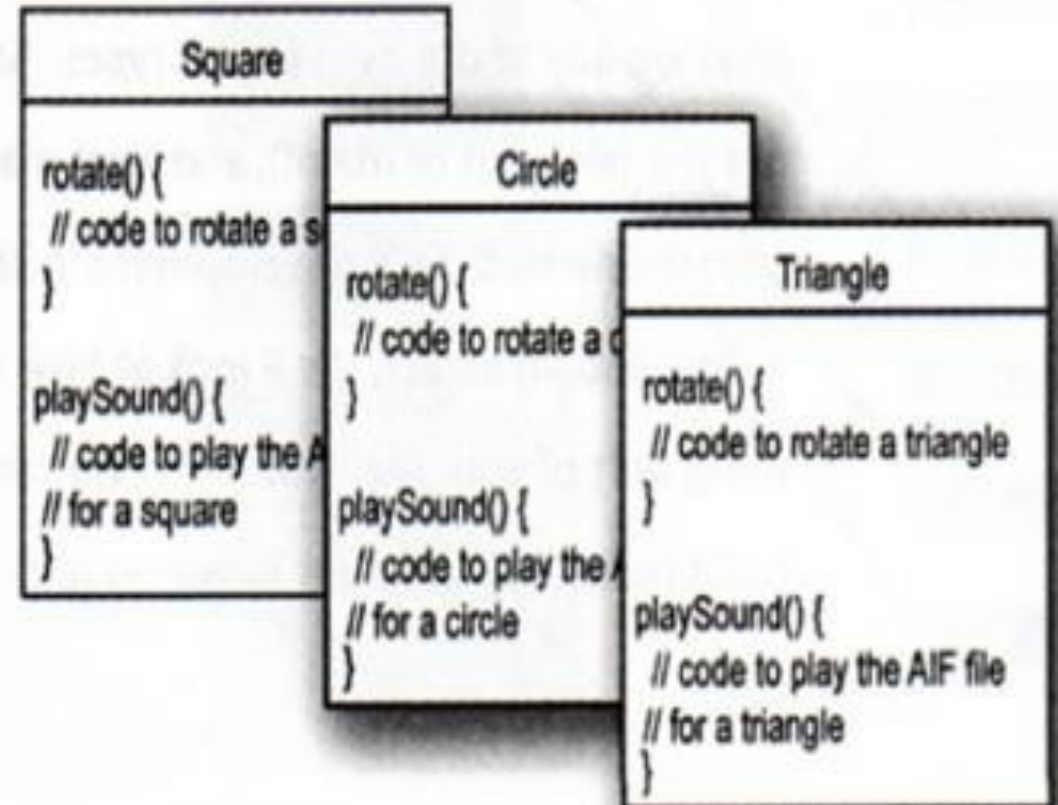# 1. BERORIENTASI OBJEK

In Larry's cube

As he had done a gazillion times before, Larry set about writing his **Important Procedures**. He wrote **rotate** and **playSound** in no time.

```
rotate (shapeNum) {

    // make the shape rotate 360°

}

playSound (shapeNum) {

    // use shapeNum to lookup which

    // AIF sound to play, and play it

}
```

At Brad's laptop at the cafe

Brad wrote a **class** for each of the three shapes

```
Square
rotate() {
    // code to rotate a s
}

playSound() {
    // code to play the A
    // for a square
}
```

```
Circle
rotate() {
    // code to rotate a c
}

playSound() {
    // code to play the A
    // for a circle
}
```

```
Triangle
rotate() {
    // code to rotate a triangle
}

playSound() {
    // code to play the AIF file
    // for a triangle
}
```

1. BERORIENTASI OBJEK