ORACLE ACADEMY

Lesson 3: Use Procedures and Arguments

Try It: Practice Activities

Instructions:

Open the "WhiteRabbitProject" project you saved in the previous lesson. You will use this project for all of the practice activities listed below. Download this lesson's project file if you did not complete the previous lesson's Try It activities.

1. Program an object to move.
   1. Program the White Rabbit to move 1 meter to the right and then 1 meter to the left.
   2. Save the project.
2. Edit arguments in a procedure.
   1. Edit the arguments in the move procedures so that the White Rabbit moves 1 meter to the left and then .25 meters to the right.
   2. Save the project.
3. Reorder, copy, edit and delete programming statements.
   1. Reorder the "Move" programming statements so that the White Rabbit moves right 1 meter, and then moves left 1 meter.
   2. Copy and edit programming statements so that the White Rabbit moves right .5 meters and then left 2 meters, and then right 1 meter.
   3. Delete a programming statement so that the White Rabbit no longer says "hello".
   4. Save the project.
4. Test and debug the program.
   1. Test, edit, and debug the program so that the White Rabbit moves more gently and pauses before speaking.
   2. Save the project.
5. Disable a programming statement.
   1. Disable the "Say" programming statement so that the Rabbit does not say "Have Fun".
   2. Run the program to test that the disabled statement does not animate.
   3. Save the project.
6. Add programming comments.
   1. Add programming comments to each segment of programming code.
   2. Save the project.

Optional Activities

Complete the following optional practice activities below to continue practicing the concepts you learned in this lesson.

1. Create an animation based on the textual storyboard below. Test and debug the animation to ensure that it works as intended at run-time.

   Chicken walks by

   Cat turns to look at the chicken

   Cat says, "Dinner time!"

Chicken says, "Oh no!"

Chicken turns to right

Do the following steps together

Chicken walks away quickly

Cat walks away quickly

2. Browse the gallery tab "Gallery by Theme". Set up an initial scene with objects from the ocean theme. Set up an initial scene with the sea floor template, three clownfish, one dolphin, and one cave. The dolphin should be hidden in the cave. The clownfish should be at least five meters in front of the cave, facing the camera. Create an animation for the following textual storyboard:
    - The clownfish simultaneously bob up and down in the water three times (use a random range of values for the distance arguments).
    - The dolphin comes out of the cave.
    - The dolphin says "Look at what I can do!"
    - The dolphin moves, turns, and rolls in order.
    - The clownfish simultaneously say "We can do that too!"
    - The clownfish simultaneously move, turn, and roll, in order. Then, they move in opposite directions until they are out of view.