


```
## DATA VIS - 201005 - ROBOTS
```

```
a - (quiet)
```

```
1      _I built a robot class_
```

```
2 3      _It means you can produce robots quite easily_
```

```
4 5 6 7  _And vary their characteristics_
```

```
      _I have programmed quite well behaved Robots_
```

```
a - _ATTENTION!_
```

```
j - _JUMP!_
```

```
### Let's interact to see what we have here ...
```

```
* - mouseover for names - _Ah, robot names_
```

```
* - click for long names - _Oh, they have long names too_
```

```
      _Can you see how they get their robot names?_
```

```
### But why are there only SEVEN?
```

```
m - _Oh, they have friends : one for everyone in BootCamp_
```

```
p - position
```

```
### OK - line yourselves up Robots!
```

```
m - off
```

```
p - _WHEELS DOWN!_
```

```
### Hang on - we have a hot robot, seems a little overworked ...
```

```
* - hot Robot - overheating! _understandable - very busy_
```

```
### Now - they all seem to have different characteristics ...
```

```
_can you work them out?_
```

```
* - Different characteristics
```

```
    - size **Can You Work It Out** *LONG NAMES*
```

```
    - shape - staff/student
```

```
    - areal number, height, bobble
```

```
    - eye size, distance, blink speed
```

```
    - jump height
```

```
    - jump delay
```

```
    - speed of movement
```

```
g - _add colour_ - to see GROUP
```

```
### They also have behaviours - methods allow us to encode characteristics
```

```
j - **sons** _jump_
```

```
f - **daughters** _floss_
```

```
### OK ...
```

```
m - _LET'S MOVE!_
```

```
mp - _AND BACK!_
```

```
### I hope you can see that this is a **DATA MIRROR**
```

```
    _240 of us looking at (some aspects of) 240 of us_
```

```
    _I'd like it to **inspire** you :_
```

```
    * _to use data in imaginative & revealing ways_
```

```
    * _and to build classes of things that will be useful in your sketches_
```

```
f - _one more floss_
```

```
h - _off you go!_
```

```
    _Robots and Students_
```

```
**CLASS TIME - 3:10**
```