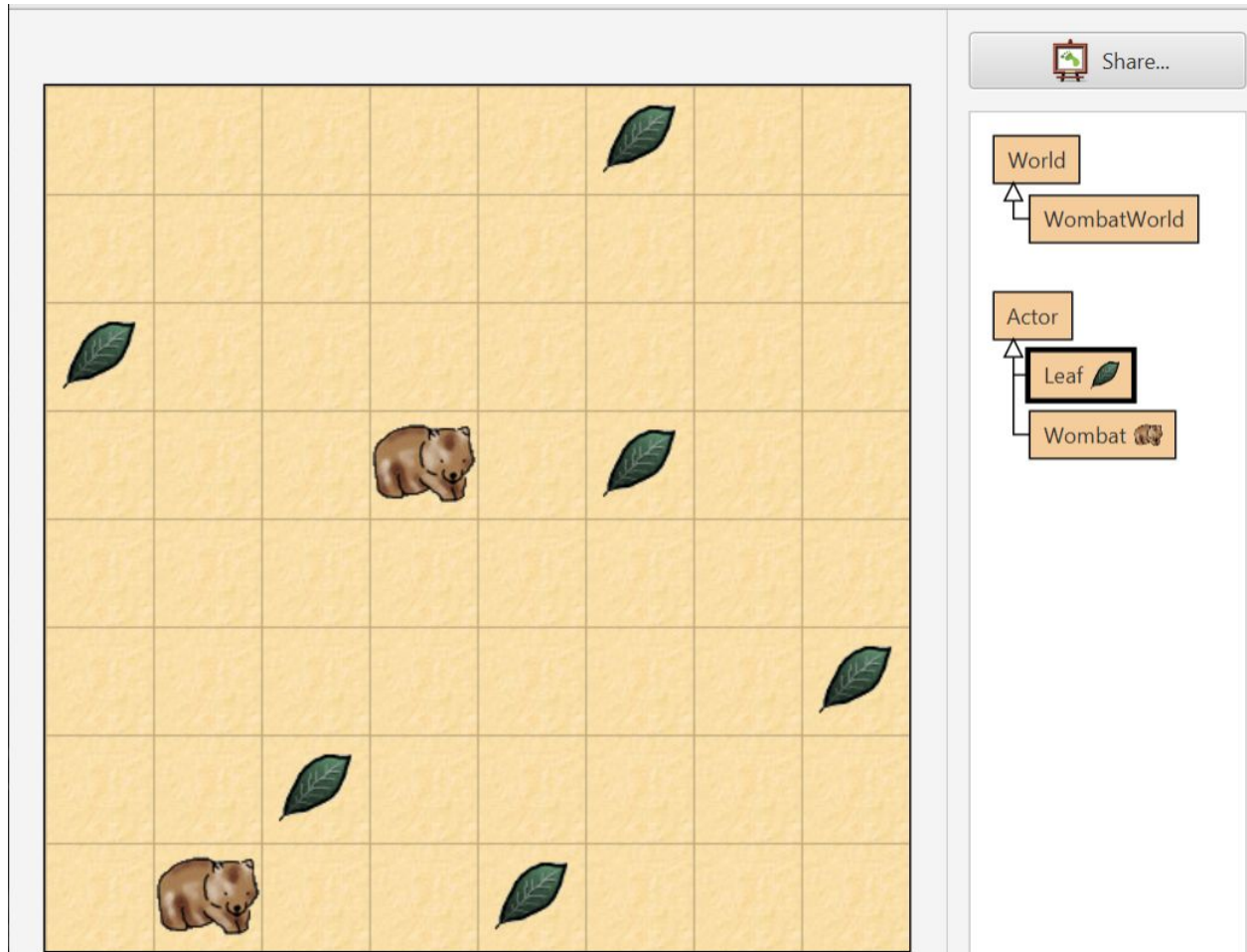


GreenFoot Tutorial Screenshots

Tutorial 1:



Tutorial 2:

CompileUndoCutCopyPasteFind...CloseSource Code

```
public class Crab extends Actor
{
    /**
     * Act - do whatever the Crab wants to do. This method is called
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        if (Greenfoot.isKeyDown("up"))
        {
            move(4);
        }
        if (Greenfoot.isKeyDown("left"))
        {
            turn(-3);
        }
        if (Greenfoot.isKeyDown("right"))
        {
            turn(3);
        }
    }
}
```

Class compiled - no syntax errors | saved

Tutorial 3:

```
public void act()
{
    moveAndTurn();
    eat();
}

public void moveAndTurn()
{
    if (Greenfoot.isKeyDown("up"))
    {
        move(4);
    }
    if (Greenfoot.isKeyDown("left"))
    {
        turn(-3);
    }
    if (Greenfoot.isKeyDown("right"))
    {
        turn(3);
    }
}

public void eat()
{
    Actor worm;
    worm = getOneObjectAtOffset(0, 0, Worm.class);
    if(worm != null)
    {
        World world;
        world = getWorld();
        world.removeObject(worm);
    }
}
```

Tutorial 4:

```
public class Crab extends Actor
{
    /**
     * Act - do whatever the Crab wants to do. This
     * the 'Act' or 'Run' button gets pressed in th
     */
    public void act()
    {
        moveAndTurn();
        eat();
    }

    public void moveAndTurn()
    {
        if (Greenfoot.isKeyDown("up"))
        {
            move(4);
        }
        if (Greenfoot.isKeyDown("left"))
        {
            turn(-3);
        }
        if (Greenfoot.isKeyDown("right"))
        {
            turn(3);
        }
    }

    public void eat()
    {
        Actor worm;
        worm = getOneObjectAtOffset(0, 0, Worm.class);
        if(worm != null)
        {
            World world;
            world = getWorld();
            world.removeObject(worm);
            Greenfoot.playSound("myeating.wav");
        }
    }
}
```

Tutorial 5:

```

public class Lobster extends Actor
{
    /**
     * Act - do whatever the Lobster wants to do. This method is called when
     * the 'Act' or 'Run' button gets pressed in the environment
     */
    public void act()
    {
        moveAround();
    }

    public void moveAround()
    {
        move(4);
        if (Greenfoot.getRandomNumber(100) < 10)
        {
            turn(Greenfoot.getRandomNumber(90) - 45);
        }
        if (getX() <= 5 || getX() >= getWorld().getWidth() - 5)
        {
            turn(180);
        }
        if (getY() <= 5 || getY() >= getWorld().getHeight() - 5)
        {
            turn(180);
        }
    }
}

```

Tutorial 6:

```

private void hitAnAsteroid()
{
    Space spaceWorld = (Space) getWorld();
    Counter counter = spaceWorld.getCounter();
    counter.bumpCount(5);
}

```