

2016 GIRLS' CODING CAMP

Beginner Section

DAY 2

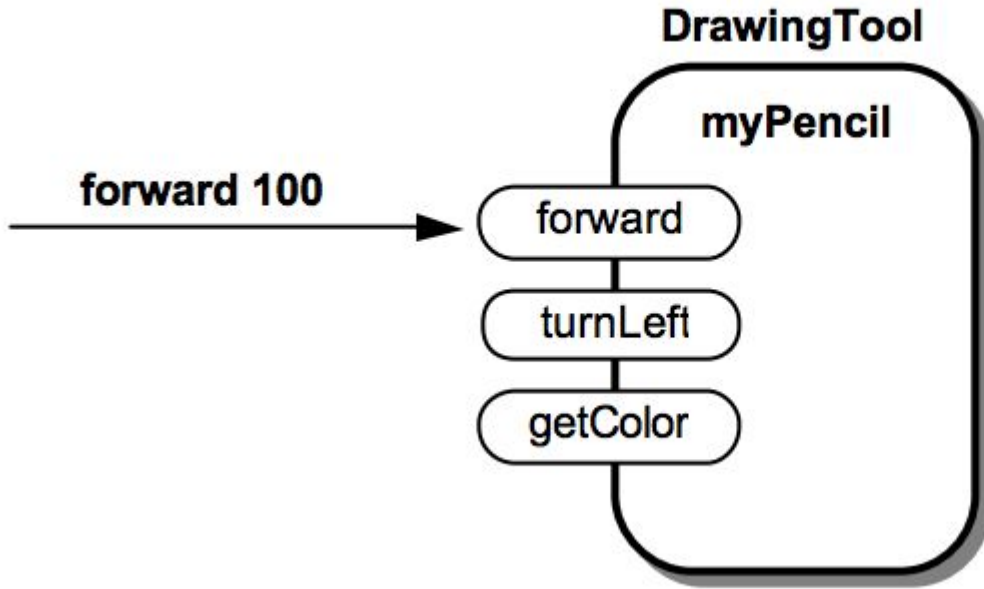
OBJECT ORIENTED PROGRAMMING

- `SketchPad paper = new SketchPad()`
- `DrawingTool pencil = new DrawingTool(paper)`
- `pencil` is an *instance* of the `DrawingTool` class
- `pencil` can move forward, turn, and change color
- These operations are called methods
- Values we pass into methods are called arguments

DRAWING TOOL METHODS

- `pencil.forward(100)`
- `pencil.turnLeft(90)`
- `pencil.turnRight(90)`
- `pencil.up()`
- `pencil.down()`
- `pencil.setColor(color.blue)` [make sure to import color class]

VISUALIZATION



DRAWING A SQUARE

```
import apcslib.*;
```

```
public class DrawSquare
```

```
{
```

```
    public static void main(String[] args)
```

```
    {
```

```
        DrawingTool pencil;
```

```
        SketchPad paper;
```

object declarations

```
        paper = new SketchPad(300, 300);
```

```
        pencil = new DrawingTool(paper);
```

```
        pencil.forward(100);
```

```
        pencil.turnLeft(90);
```

```
        pencil.forward(100);
```

```
        pencil.turnLeft(90);
```

```
        pencil.forward(100);
```

```
        pencil.turnLeft(90);
```

```
        pencil.forward(100);
```

```
    }
```

```
}
```

instructions

DRAWING A HOUSE INSTRUCTIONS

- Use the DrawingTool to draw a house
- The house must have a rectangular base and a triangular roof
- Optional: add a door and windows
- Don't be afraid to get creative!