

MEETING III

MEET CODEHS, KAREL, AND MORE
FUNCTIONS

MEET CODEHS

- for core curriculum
- make an account at home,
with my invite
- there are two on the dell
laptops
- in *JavaScript*
- language used
throughout the web
- very simple, pretty high
level
 - lower is means closer
to the computer
 - higher means



CodeHS

MEET KAREL

- he's a robotic dog that (like drone) listens to a `function();`
- `move();`
- `turnLeft();`
- `putBall();`
- `takeBall();`
- watch a video
- check out this example
- that's all we'll do for basic Karel



MOVING ON, QUICKLY

- functions should be second nature by now
- time to start making lists of functions that command Karel
- check out this example
- *finally*, try **Make a Tower**
 - problem is on left
 - commands are there too
 - hit the **big Run!** button before moving submitting



FUNCTIONS FULL OF FUNCTIONS

- what are functions like `move();`, really?
- Karel, if you didn't notice,
can't turn right
- what's an equivalent to
turning right?
- watch this video
 - what Karel learns
 - what he does
- this example, is messed up
- *finally*, try this exercise
with your new knowledge



MOTORCYCLES
ON THURSDAY
FROM
6:00 PM - 10:00 PM

BEYOND PROGRAMMING CLUB

- check out that AR-Drone API – write a program that we can use for *Club Faire*
- work on CodeHS at home: you have *premium accounts!*
- check out resources featured at bento.io
- *female members*, check out GWC, just a 15 minute walk away from campus – <http://j.mp/gwcclub>