CSC123 Laboratory Assignment #1
Basic Greenfoot Tutorial

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1 Objective

The purpose of this assignment is to get you familiar with the basics of a Greenfoot scenario. You will learn how to move and manage "actors" in your scenario by working through a simple online tutorial.[1] Please take the time to understand each lab assignment completely as proceeding labs are increasingly complex and build on previous labs.

2 Resources

Where should you look for help? Here are a few suggestions:

- Your best bet: www.greenfoot.org

- The Creative Greenfoot Book.

- Beginning Java. Here are a collection of easy tutorials on Java: http://www.roseindia.net/java/beginners/

- Google, google, google.

3 Warmup

Sit back, relax, and watch the following videos:

1. Joy of Code 3-6: http://blogs.kent.ac.uk/mik/category/joy-of-code/page/2/

(Super Class Success Hint: Watch all the "Joy of Code" videos! Past classes touted their benefits.)

4 Lab Demonstration

I'll demonstrate how to create a simple animation in lab. You don't want to miss this! Take notes!!

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[1]We will continue this tutorial in upcoming labs.

5   Assignment

Complete the following tutorials in order:

1. http://www.greenfoot.org/doc/tut-2

2. http://www.greenfoot.org/doc/tut-3

I will ask you to make changes to your tutorial code, so please be prepared.

Deliverables

You will demo your animation in lab on Jan 7. *In addition to the demo, I will ask you a few questions to test your understanding of the tutorial.*

NOTE: Lab on Jan 7 is mandatory and you will receive a 0 if you do not demonstrate your work in lab on that day.

Assessment

- Demonstration (5 pts)
- Questions (5 pts)