

CSC123 Laboratory Assignment #2

Basic Greenfoot Tutorial (part 2)

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1 Objective

The purpose of this assignment is to learn how to access objects, add random behavior, and play sound in Greenfoot. After completing this lab, you will have learned enough about Java and Greenfoot to create a simple game. In addition to doing course lab assignments, *you should study Greenfoot on your own*. While upcoming labs will add to your skillset, you will be responsible for learning additional features of Greenfoot/Java that will allow you to complete your final project in this course.

2 Resources

Look at the following resource:

- <http://docs.oracle.com/javase/tutorial/java/index.html>

3 Watch these Videos!!

Sit back, relax, and let the knowledge seep into your brain:

1. Joy of Code 7-12: <http://blogs.kent.ac.uk/mik/category/joy-of-code/page/2/>

4 Assignment

Complete the following tutorials in order:

1. <http://www.greenfoot.org/doc/tut-4>
2. <http://www.greenfoot.org/doc/tut-5>

After completing the crab tutorial, do this one:

1. <http://www.greenfoot.org/doc/howto-1>

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

Deliverables

You will demo your work in lab on January 14. *In addition to the demo, I will ask you a few questions to test your understanding of the tutorial. I will also ask you to make code changes to the tutorial you completed.*

NOTE: Lab on January 14 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)