Working with Alice
Tutorial #2: Methods

Working with Events:
- **Primitive Method** – Built-in, predefined methods that are part of each Alice object
- **User-defined Method** – Written by people using Alice and can be edited

**camelCase Names:**
- Names of methods should be meaningful and reflect the purpose of the object or method that it represents.
- camelCase names begin with a lowercase letter.
- The first character of the second and subsequent words is written in uppercase.
- Do not use spaces in names.
- Example: moveAndHide, toySoldier, rescuePassenger

**Creating a new method:**
1. Select an Object from the Object tree.
2. Click the **Methods** tab in the Details area.
3. Click the **Create new method** button and give the method an appropriate method.
4. Drag and drop instructions into the editor area for the new method.

When finished, the new method is available in the details area of the object.

**When the World Starts:**
1. Create New Event
2. When The World Starts
3. Right-click the new event tile (Make sure to click the blue background itself)
4. Click Change to → While the world is running
   - Begin – When the world begins to run
   - During – The time the world is running
   - End – When the world ends
Example:
Write a method that makes a hare show off his acrobatic skill in front of Alice by jumping and spinning in two full circles while in mid-air. The hare should return to the ground and exclaim “Whew—that was fun!” Name the method `jumpAndSpin`.

Comments:
- Comments are notes of explanation that the programmer inserts into a program to explain what the code does.
- Use the `//` to add comments to groups of code.
- Considered “good” programming practice.

Sequential vs. Simultaneous Actions
- Do in order: Instructs Alice to do instructions in sequential order.
- Do together: Instructs Alice to do instructions simultaneously.
- Nesting: One program statement is inside another.

Moving Individual Objects in your Scene
- When adding objects, use the Object tools to adjust individual objects.

Object Properties:
- Used to create visual effects for objects (i.e. use the Color Property to change a face’s color to Red to show anger.
- Use the `isShowing` property to make object appear and disappear.
More Built-in Methods:

- The Orient To method tells Alice that the first object should take on the same sense of direction as the second object. Works similar to the Vehicle Property.
- The Turn to face method causes one object to pivot around until its front is facing some other object.
- The Point at method aligns the center of one object with the center of a second object.
- The Move to method moves an object to a specific location in the world.
- The Move toward method allows exact specification in meters toward the target.

Using Primitive Camera Methods to Find a Lost Object:

1. Right-click on the Camera tile in the Object tree, select methods on the menu that appears and then select camera point at. On the target menu that appears, select an entire object.
2. Try this: Select the Camera get a good look at option.