

Recitation Guide Monday 21, 2007

- A. Handle Installation Issues
 - a. If necessary, quickly run through how to set up Dr. Java.
 - b. Try to handle individual issues as quickly as possible. If necessary, employ the help of students to help out with a general walkthrough.
- B. Field Questions on Homework 1
 - a. Remember that the homework is due at 7pm with a grace period until 12 midnight.
 - b. Show the student where the homework 1 grading criteria is on the coweb.
(<http://coweb.cc.gatech.edu/cs1316/675>)
 - i. Clear up any questions regarding the grading criteria.
 - c. While you're still on the coweb, point out the TA office hours page.
(<http://coweb.cc.gatech.edu/cs1316/631>)
- C. Pre-Quiz
 - a. Run through the pre-quiz with students.
- D. Homework 2 and introduction to Turtles
 - a. Homework 2 is due on Friday. TSquare is still in the process of being set up. Email with be our backup method.
 - b. Go through Homework 2's assignment description answer any questions. Teach students how to use
`FileChooser.setMediaPath("C:/cs1316/MediaSources/");` and
`FileChooser.getMediaPath("swan.jpg");`
 - i. Remember that the MediaPath needs to be set ONLY ONCE on a computer. Please tell students how the inclusion of `FileChooser.setMediaPath()` in homework is incredibly annoying for grading homeworks.
 - c. World and Picture canvas
 - i. Remember that Turtles need to be given either a World or a Picture (blank or not) to play in!
 - ii. `//Turtles default to invisible`
`World w = new World;`
 - iii. `//Turtle default to visible`
`Picture canvas = new Picture (500,500);`
 - iv. `//Turtles default to invisible`
`Picture swan = new`
`Picture(FileChooser.getMediaPath("swan.jpg"));`
 - d. Turtles
 - i. `World w = new World();`
`Turtle t = new Turtle(w);`
`t.setVisible(true); //set t to be visible`
 - ii. See `TurtleSquares.java` for a good example of how to use Turtles to draw boxes.
 - iii. Other useful methods in `SimpleTurtle.java`

1. `penUp();`
2. `penDown();`
3. `getHeading();`
4. `setHeading();`
5. `forward();` //defaults to 100 pixels
6. `forward(int pixels);`
7. `getXPos();`
8. `getYPos();`
9. `moveTo(int x, int y);`
10. `turn(int degrees);`
11. `turnLeft();`
12. `turnRight();`

iv. **Dropping Pictures with Turtles and `MyTurtlePicture.java`**

1. `MyTurtlePicture.java` has a good example of a Turtle dropping Pictures.
2. `drop(Picture p)` //method to drop Pictures
3. Remember the Turtle always drops the picture on his right foot