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 or 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