1 Administrative Topics

- Return the quiz

2 Proj 6

We continued to look at examples of project 6 code. In particular, we talked about animation.

The animation function takes as input a frame number. This gives it context, so that you can make adjustments in your animation based on time. For example, if you want to move right for awhile, and then move down, you can write your code to move right for frame numbers less than 10 and move down for larger frame numbers.

We coded a couple of examples. In the 10:00 section, we wrote code that added chocolate chips to a cookie and then moved the cookie (glob.py). In the 11:00 section, we wrote code that added pepperoni to a pizza and then moved it (pizza.py). In the 11:00 section, we also wrote code to draw a soccer ball which moves right, then up, then down, then right again (soccer_ball.py).

The code is posted on the website.