CSE 121 – Lesson 1

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Summer 2023

Music: 🌸k-pop girlies playlist🌸

sli.do #cse121
Announcements, Reminders

• Check out course website for links to all activities, materials

• Creative Project 0 has been released
  • Due 6/27, 11:59PM
  • Can post on Ed for questions!

• The IPL will open on Monday (June 26, 12:30 PM)
Escape Sequences

**escape sequence**: A special sequence of characters used to represent certain special characters in a string.

- `\"` to produce " in a String
- `\\` to produce \ in a String
- `\n` to produce a new line character (or line break) in a String
- And there are more!
Activities in Class

• **Goal**: To get you actively participating in your learning!

• May ask you to think and volunteer a suggestion

• May ask you poll in with a response (via slido)

• *Not graded* but strongly encouraged to maximize your learning and use of class time!
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• Common Format: **Think, Pair, Share**
  
  • Question is posed
  
  • **Think** about the question on your own
  
  • **Pair** up with your neighbor and discuss the question
    
    • Focus on *how* you arrived at your answers, whether they're the same or different!

  • **Share** what you discussed with the rest of the class!
🐢 Turtle Time!

Image from: https://wp.wwu.edu/turtles/tag/adorable/
### Turtle Methods and Their Descriptions

<table>
<thead>
<tr>
<th>Method</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>forward(n)</code></td>
<td>Moves the turtle forward by <code>n</code> steps</td>
</tr>
<tr>
<td><code>backward(n)</code></td>
<td>Moves the turtle backward by <code>n</code> steps</td>
</tr>
<tr>
<td><code>right(d)</code></td>
<td>Turns the turtle right by <code>d</code> degrees</td>
</tr>
<tr>
<td><code>left(d)</code></td>
<td>Turns the turtle left by <code>d</code> degrees</td>
</tr>
<tr>
<td><code>speed(ms)</code></td>
<td>Sets the number of milliseconds it takes for the turtle to perform an action (e.g., if <code>ms</code> is 1000, then it will take the turtle 1000 ms = 1 second to perform an action like moving forward or turning).</td>
</tr>
<tr>
<td><code>up()</code></td>
<td>Picks up the turtle's pen so it doesn't draw when it moves</td>
</tr>
<tr>
<td><code>down()</code></td>
<td>Puts the turtle's pen down so it draws when it moves</td>
</tr>
<tr>
<td><code>width(w)</code></td>
<td>Sets the width of the turtle's pen to <code>w</code> pixels wide</td>
</tr>
<tr>
<td><code>penColor(c)</code></td>
<td>Sets the color of the turtle's pen to <code>c</code></td>
</tr>
</tbody>
</table>

```java
Turtle donatello = new Turtle();
```
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- **Think** about the question on your own
- **Pair** up with your neighbor and discuss the question
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- **Share** what you discussed with the rest of the class!
Poll in with your answer!

Assuming we have created a Turtle named Donatello, what do you think the following commands would end up drawing?

donatello.left(90);
donatello.forward(30);
donatello.right(135);
donatello.forward(40);
donatello.left(135);
donatello.forward(30);

a) A circle  
b) A triangle  
c) The letter M  
d) The letter N  
e) A star