

2. Slon je žedan i treba da nađe vodu. Slon ide do lokalnog pojila da bi došao do vode za piće

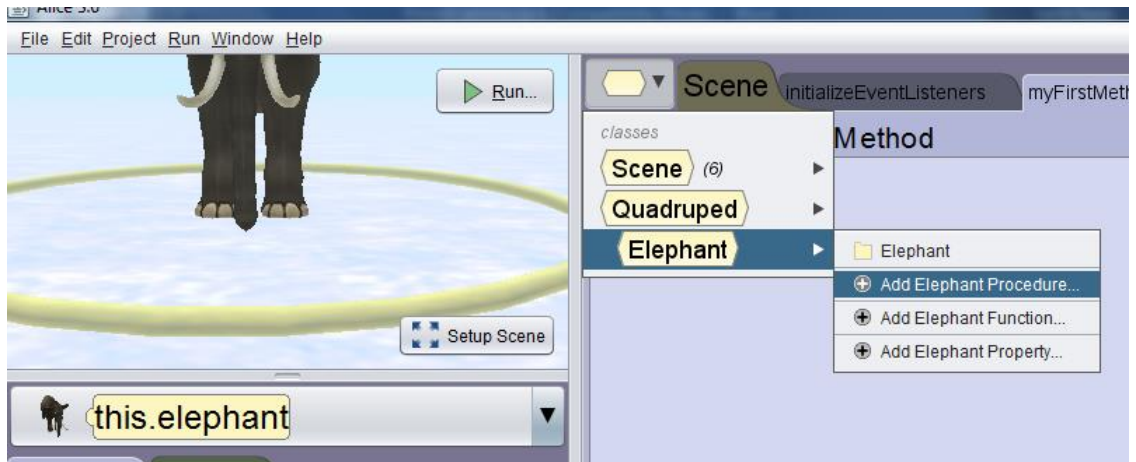
| | |
|----|---|
| 1. | Pokreni Alice i izaberi DESERT. Klikni na Browse gallery by theme i klikni na temu AFRICA  |
| 2. | Dodaj sledeće objekte na scenu: <ul style="list-style-type: none"><input type="checkbox"/> 1 African Elephant<input type="checkbox"/> 1 Rhino<input type="checkbox"/> 1 Acacia Tree<input type="checkbox"/> 3 Savana Grass |
| 3. | Idi na Browse Gallery by Class Hierarchy tab. Idi u Props folder I dodaj Pond  |
| 4. | Rasporedi objekte Na sceni I dodaj dodatne objekte na scenu kao sto su biljke, drveće I životinje  |

5. Idi na Code editor.

Najpre ćemo definisati proceduru *Elephant'sTalk*

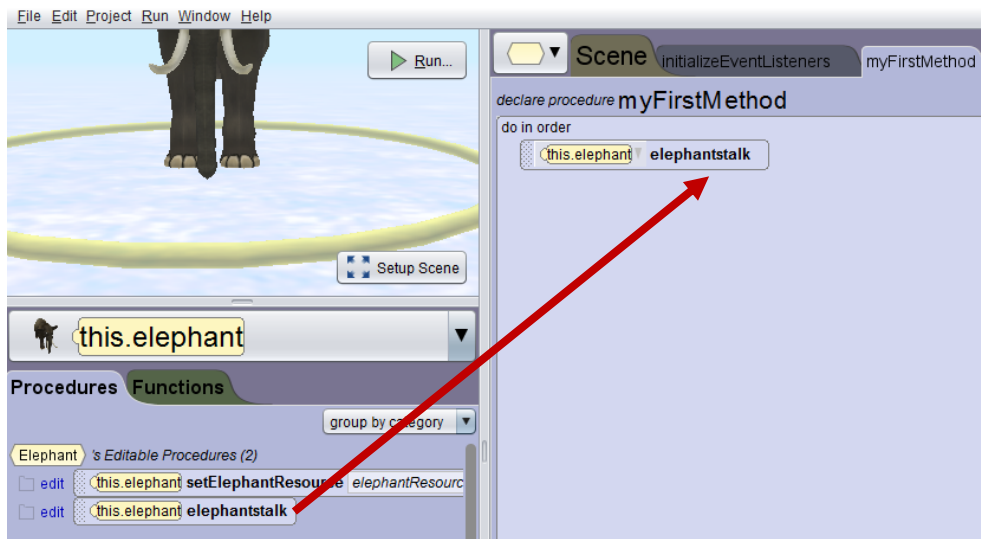
- Izaberi **Elephant** u meniju
- U meniju **Class menu**, Izaberi **Elephant class**, a onda **+Add Elephant Procedure**.

Ovo će deklarirati novu proceduru koju mogu svi objekti elephant klase koristiti



6. Imenujte proceduru ElephantTalk. Kliknite OK.

1. Kliknite na karticu myFirstMethod.
2. Izaberite Elephant iz menija Instance.
3. Kliknite i prevucite proceduru ElephantTalk u myFirstMethod.



7. Idi u karticu **ElephantTalk**
Izaberi **Elephant's neck** u meniju i poredaj blokove.
Testiraj animaciju



8. Sada ćemo definisati proceduru *Elephant'sWalk*
- Izaberi **Elephant** u meniju
 - U meniju **Class menu**, Izaberi **Elephant class**, a onda **+Add Elephant Procedure**.
 - Imenujte proceduru **Elephant'sWalk**

declare procedure **ElephantWalk** Add Parameter...

do in order

do in order

do together

(this) getFrontLeftShoulder turn BACKWARD, 0.125, duration 0.5 add detail

(this) getBackLeftHip turn BACKWARD, 0.125, duration 0.5 add detail

do together

(this) getFrontLeftShoulder turn FORWARD, 0.125, duration 0.5 add detail

(this) getBackLeftHip turn FORWARD, 0.125, duration 0.5 add detail

(this) move FORWARD, 0.25 add detail

do in order

do together

(this) getFrontRightShoulder turn BACKWARD, 0.125, duration 0.5 add detail

(this) getBackRightHip turn BACKWARD, 0.125, duration 0.5 add detail

do together

(this) getFrontRightShoulder turn FORWARD, 0.125, duration 0.5 add detail

(this) getBackRightHip turn FORWARD, 0.125, duration 0.5 add detail

(this) move FORWARD, 0.25, duration 0.5 add detail

9. Vрати se u MY FIRST METHOD

do in order

do together

(this.elephant) ElephantTalk

(this.elephant) say "I am thirsty. I have to find the wateringhole and get something to drink.", duration 2.0 add detail

(this.elephant) turnToFace (this.pond) add detail

count up to 11

(this.elephant) ElephantWalk

loop

Dodaj neke komande po svojoj zelji