

Lesson 1: Getting Started with Greenfoot

Try It: Practice Activities

Objectives

- Download and install Greenfoot
- Describe the components of the Greenfoot development environment
- Create an instance of a class
- Describe classes and subclasses
- Recognize Java syntax used to correctly create a subclass

Vocabulary

Identify the vocabulary word for each definition below.

	More specific types of a class.
	The template that defines the substance of an object, such as its appearance, features, and movement.
	The more generic, overarching class of a group of classes.
	An object of the class.
	Translates the source code into a machine code that the computer can understand. This ensures that you added the source code or class correctly before you proceed.
	Defines what all instances of each class are capable of doing. The behavior of each instance is determined by the source code of its class.

Project

1. A project will be developed throughout the Greenfoot lessons.
2. Create a new scenario. Name the scenario FrogFlyL1. (Note: You will save a new version of your project at the end of each lesson.)
3. Create a World subclass called FrogWorld. Use a background if you wish.
4. Create two Actor subclasses: Frog and Fly (the images are in the animals category).
5. Compile your scenario.
6. To see how the new subclasses will look, add one or more frog instances and one or

more fly instances to your world.

7. Programming code to move the objects will be added in the next lesson.
8. Save your scenario and exit.

Optional Practice

1. Create a new subclass of the Actor class. Add an image to this class by drawing a new image in your computer's paint program.
2. Add more Actor subclasses, experimenting with backgrounds and images until the objects that are available in Greenfoot and creating an image to use in a project are familiar.