Week_21

Welcome to   Trinity's

Introduction to Technology
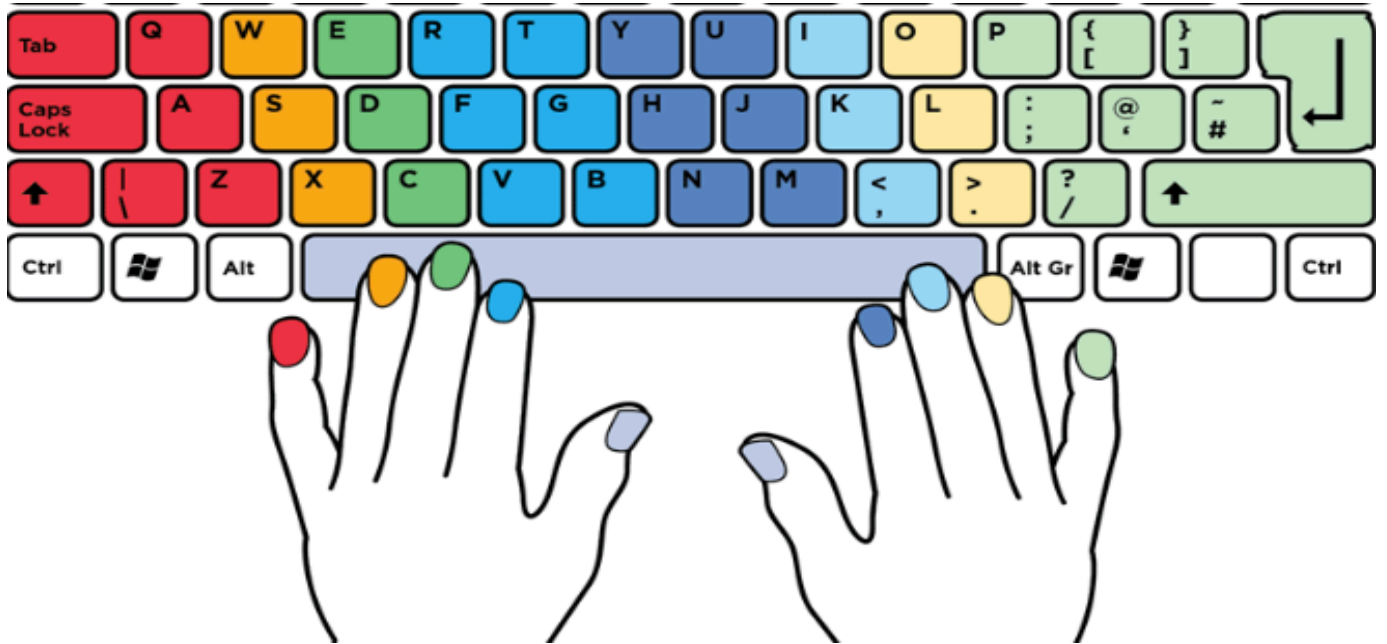02/19/2024

Happy President's Day!

Touch Typing - is a style of typing without looking at the keys as you type. Although the phrase refers - typing without using the sense of sight to find the keys. A ***touch typist will know the location of the keys on the keyboard through muscle memory***.

Our number one rule is
"Don't Look at the Keyboard"

Learn the finger for each key and memorize the location, the practice typing each key while NOT looking at the keyboard.

practice typing each key while NOT looking at the keyboard.

From this image: what keys does the left hand middle finger hit?
What keys does the right hand (4th) finger hit?
What keys does the left hand (2nd) finger hit?
What keys does the right hand (2nd) finger hit?
Which finger hits the most number of keys?

Touch Typing Question:
Which finger do you use for the [Space Bar] ?
Which finger do you use for the [A] Key?
Which finger do you use for the [J] Key?
Which finger do you use for the [D] Key?
Which finger do you use for the [L] Key?
Which finger do you use for the ["enter"] Key?

Today we will talk about Computer Programing - Coding.

In coding there are "Classes".

A Class is the <mark>blueprint</mark> for an object.
For example lets say we have a class for a "Vehicle"
 (a vehicle can be a car, truck, motorcycle, or a tank)

Every object has Properties and Methods.

Properties store information about the class, examples
Of properties are:
<mark>Color</mark>, what color is the vehicle.
<mark>Wheels</mark>, number of wheels on the vehicle.
<mark>Gas gage</mark>, how much fuel is left, half tank, empty or
full.
<mark>Seats</mark>, how many seats does the vehicle have.

seats, how many seats does the vehicle have.

Methods are actions you can perform on the object, methods are functions or blocks of code that run when the user executes an event. Examples of methods:
Start, start the vehicle.
Turn off, turn off the vehicle.
Go forward,
Turn right,
Turn left,
Increase speed, (hit the gas)
Decrease speed, (hit the breaks)
Fire the cannon, (if the vehicle is a tank)

Typing Test:

Week_21__Beginner_TouchTyping ◉

Students will take this beginner touch typing take.

Test active	Feb 19, 2024 - Feb 29, 2024
Created on	Feb 18, 2024

Week_21__IntermediateTouchTypingTest ⊙

Students will take this simple touch typing with a bible verse.

Test active	**Feb 19, 2024 - Feb 29, 2024**

Created on	**Feb 18, 2024**
Modified on	**Feb 18, 2024**

Lets take a look at the
"Star Wars" coding exercise and
How this can apply…

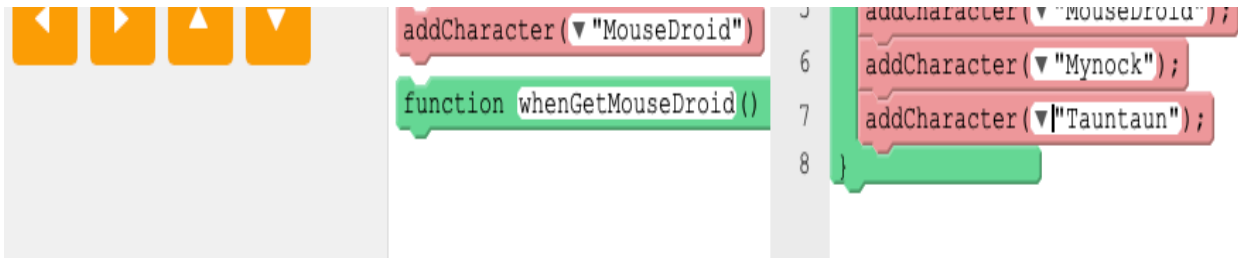Score: 500

Instructions

"They're multiplying!"

Can you make two or more Mouse Droids 🐀 appear every time R2-D2 gets
Droid? Get 20 Mouse Droids.

Reset

Toolbox	Workspace	↻ Start Ov

```
playSound(▼ "R2-D2sound1")      1  addCharacter(▼ "MouseDroid");
                                2  function whenGetMouseDroid() {
addPoints(100)                  3    playSound(▼ "R2-D2sound1");
                                4    addPoints(100);
removePoints(100)               5    addCharacter(▼ "MouseDroid");
```
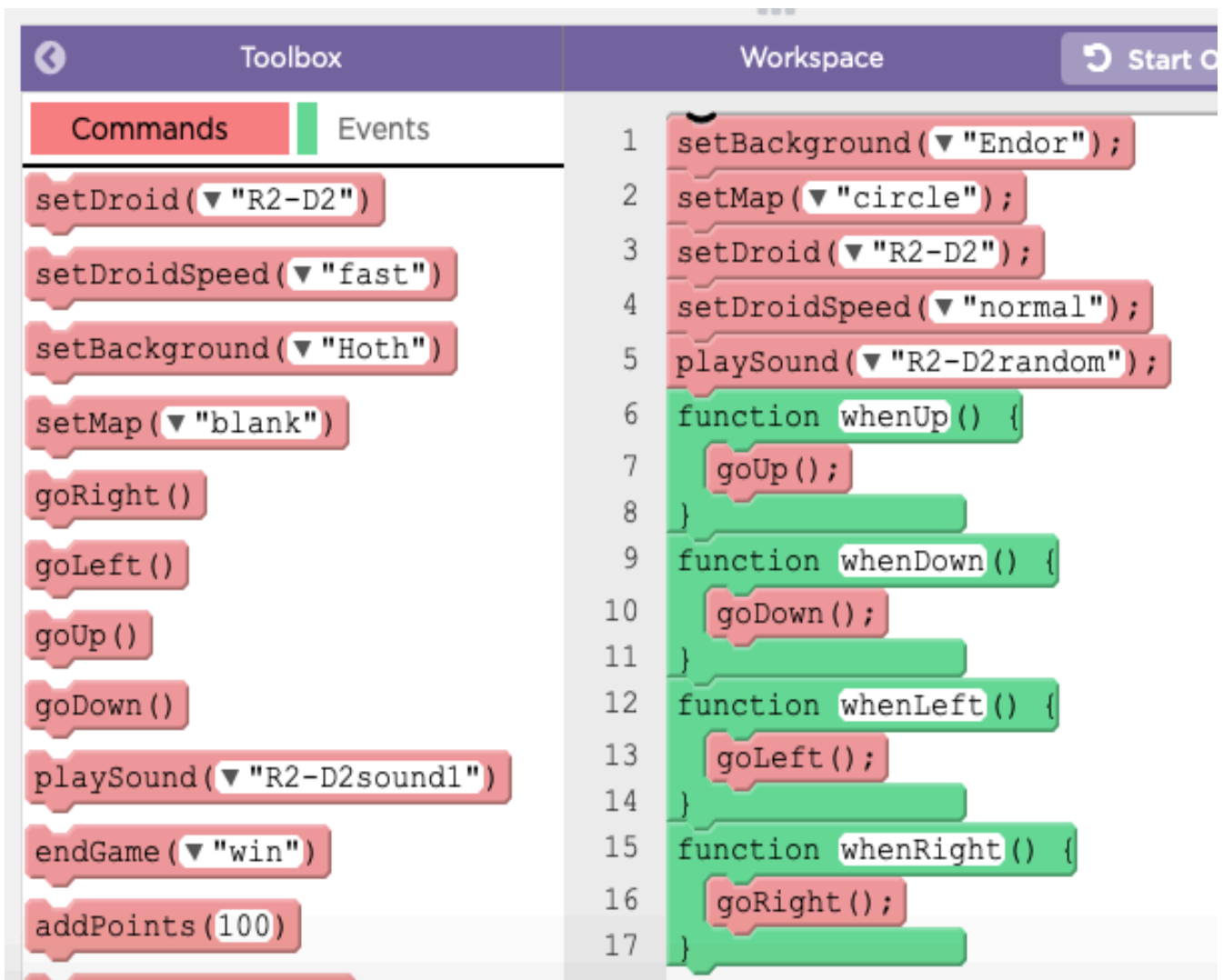
addCharacter (▼ "MouseDroid")

function whenGetMouseDroid ()

5 addCharacter (▼ "MouseDroid");
6 addCharacter (▼ "Mynock");
7 addCharacter (▼|"Tauntaun");
8 }

What are properties?
What are methods?

	Toolbox	Workspace	⟳ Start O

Commands   Events

setDroid (▼ "R2-D2")

setDroidSpeed (▼ "fast")

setBackground (▼ "Hoth")

setMap (▼ "blank")

goRight ()

goLeft ()

goUp ()

goDown ()

playSound (▼ "R2-D2sound1")
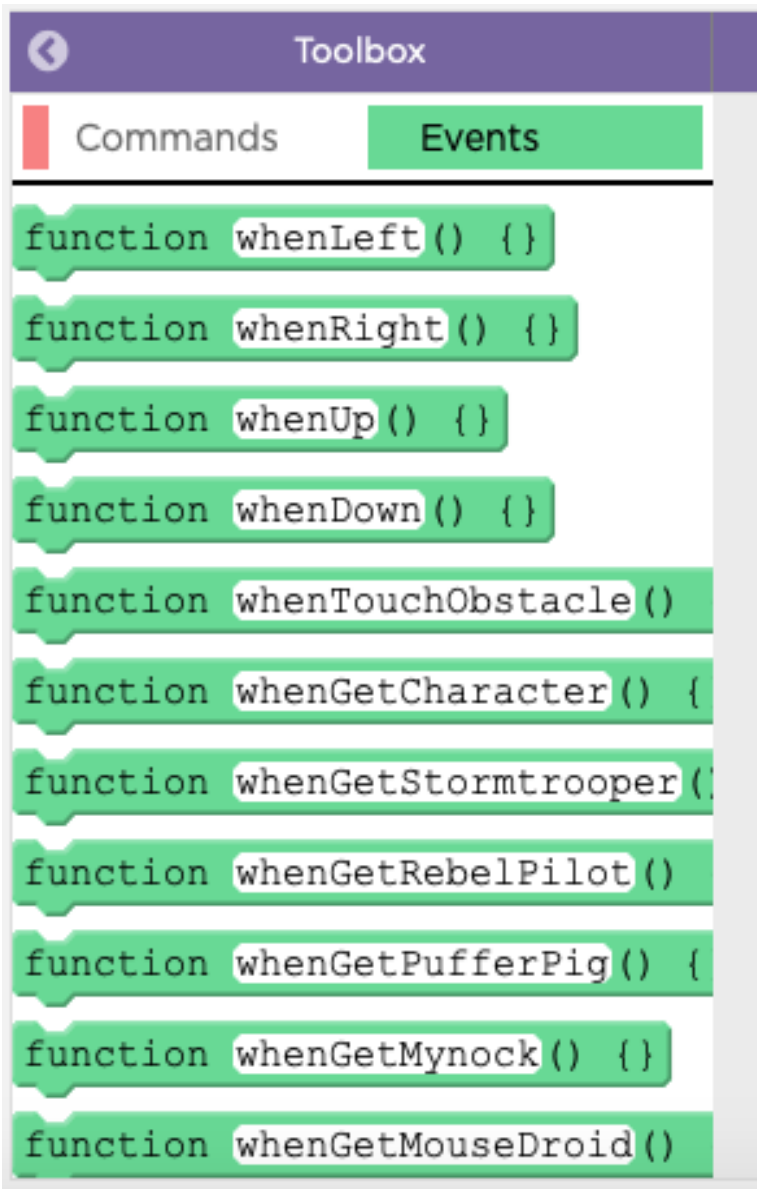
endGame (▼ "win")

addPoints (100)

1   setBackground (▼ "Endor");
2   setMap (▼ "circle");
3   setDroid (▼ "R2-D2");
4   setDroidSpeed (▼ "normal");
5   playSound (▼ "R2-D2random");
6   function whenUp () {
7   goUp ();
8   }
9   function whenDown () {
10   goDown ();
11 }
12 function whenLeft () {
13   goLeft ();
14 }
15 function whenRight () {
16   goRight ();
17 }

Which of these are properties, and which are

Methods…
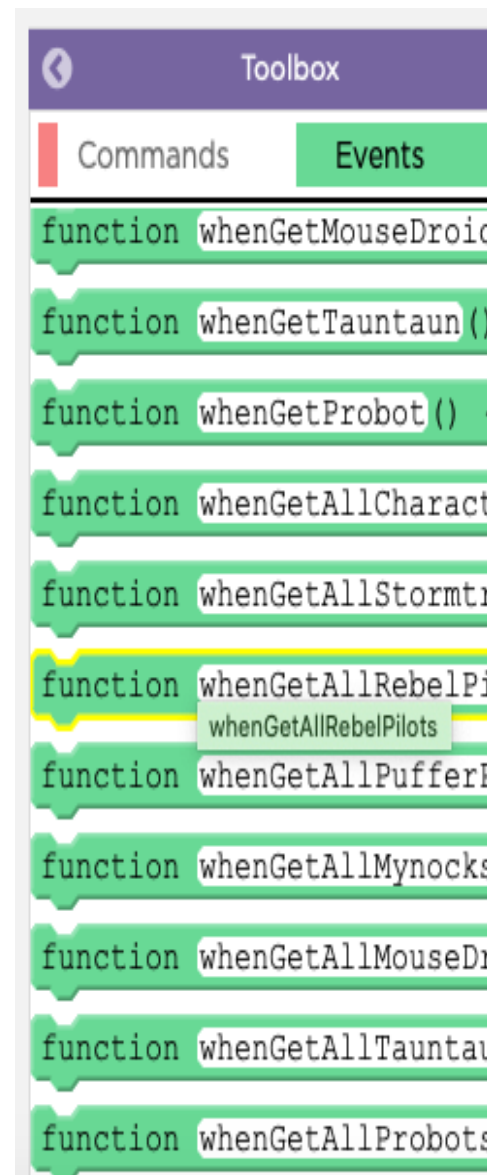
Which of these are properties, and which are Methods…

Which are more important for the

User to play the game:
Properties or methods?

Toolbox

Commands	Events

```
function whenLeft() {}

function whenRight() {}

function whenUp() {}

function whenDown() {}

function whenTouchObstacle()

function whenGetCharacter() {

function whenGetStormtrooper(

function whenGetRebelPilot()

function whenGetPufferPig() {

function whenGetMynock() {}

function whenGetMouseDroid()
```

Toolbox

Commands	Events

```
function whenGetMouseDroic

function whenGetTauntaun()

function whenGetProbot()

function whenGetAllCharact

function whenGetAllStormt

function whenGetAllRebelPi
            whenGetAllRebelPilots

function whenGetAllPufferP

function whenGetAllMynocks

function whenGetAllMouseDr

function whenGetAllTauntau

function whenGetAllProbots
```

d()

) {}

{}

ers

roope

ilots

Pigs

s()

roids

uns(

s()

Color ,

Number of bullets,

Turn Left ,

When the game is done ,

Number of players