

Table of Contents

Preface to the Instructor

Part I: Introduction to Alice

Chapter 1: Getting Started with Alice

Section 1.1: Introduction

Section 1.2: Alice Concepts

Tips & Techniques 1: Text and 2D Graphic Images

Exercises

Chapter 2: Programming in Alice: Program Design and Implementation

Section 2.1: Scenarios and Storyboards

Section 2.2: A First Program

Tips & Techniques 2: Orientation and Movement Instructions

Exercises

Summary

Chapter 3: Programming In Alice: Putting Together the Pieces

Section 3.1: Built-in Questions and Expressions

Section 3.2: Simple Control Structures

Tips & Techniques 3: Engineering Look and Feel

Exercises

Summary

Part II: Object-Oriented and Event-driven Programming Concepts

Introduction: Classes and Objects

Chapter 4: Methods and Parameters

Section 4.1: World-level Methods

Section 4.2: Parameters

Section 4.3: Class-level Methods and Inheritance

Tips & Techniques 4: Visible and Invisible Objects

Exercises and Projects

Summary

Chapter 5: Interactive Programs: Events and Event-Handling

Section 5.1: Interactive Programming: Events and Event Handlers

Section 5.2: Passing Parameters to Event Handlers

Tips & Techniques 5: Events

Exercises and Projects

Summary

Part III: Using Questions and Control Statements

Chapter 6: Questions (Functions) and If/Else

Section 6.1: Questions

Section 6.2: Execution Control with If/Else and Boolean Questions

Tips & Techniques 6: Random Numbers and Random Motion

Exercises and Projects

Summary

Chapter 7: Repetition: Definite and Indefinite Loops

Section 7.1: Loops

Section 7.2: While – an Indefinite Loop

Tips & Techniques 7: Events and Repetition

Exercises and Projects

Summary

Chapter 8: Repetition: Recursion

Section 8.1: Introduction to Recursion

Section 8.2: Another Flavor of Recursion

Tips & Techniques 8: Camera and Animation Controls

Exercises and Projects

Summary

Part IV: Advanced Topics

Chapter 9: Lists and List Processing

Section 9.1: Lists

Section 9.2: List Search

Tips & Techniques 9: Poses

Exercises and Projects

Summary

Chapter 10: Variables and Revisiting Inheritance

Section 10.1: Variables

Section 10.2: An Array Visualization Using an Index Variable

Tips & Techniques 10: Debugging with Watch and Text Output

Exercises and Projects

Summary

Chapter 11: What's Next?

Appendix A

Getting Started, Part 1: Using Alice

Getting Started, Part 2: Using the Popup Menus to Create an Initial Scene

Appendix B

Managing the Alice Interface

Searching the Gallery

Creating Your Own People Models

Printing: Exporting Program Code to an HTML File

Web Display: Exporting a World