Name:			
Lab 6 Workshee	et		
Exercise 1			

Identify the animation variables needed for this sketch.

what changes?	what kind of value?	what's the starting point?	how does the value change?

Identify the conditionals patterns for this sketch – fill in the table below. Treat the horizontal and vertical movement of the ellipse as separate decisions – use one column for each.

what happens differently, or only sometimes?	
what are the alternatives?	
how do we decide between them?	
on the spot or prior happenings?	

e-spot	is "do nothing" an option? when does each alternative		
on-the	when does each alternative occur?		
	what is the decision about?		
prior happenings	how many alternatives are there?		
	is "do nothing" an option?		
	which alternative do we start with?		
	for each alternative, when do we change to that alternative?		
	following table.	l either decision as an instance of the prior	happenings pattern, also fill in the
prior happenings	what type will the state variable be?		
	what type will the state variable be? identify the values you will use and their meanings		

Exercise 2

Identify the animation variables needed for this sketch.

what changes?	what kind of value?	what's the starting point?	how does the value change?

Start by considering only the ellipse changing directions when it reaches an edge – don't worry about the mouse clicks yet. Identify the conditionals patterns for this sketch – fill in the table below.

what happens differently, or only sometimes?	
what are the alternatives?	
how do we decide between them?	
on the spot or prior happenings?	

the-spot	is "do nothing" an option? when does each alternative	
-uo	alternative occur?	
	what is the decision about?	
Sb	how many alternatives are there?	
prior happenings	is "do nothing" an option?	
	which alternative do we start with?	
	for each alternative, when do we change to that alternative?	
	following table.	I the decision as an instance of the prior happenings pattern, also fill in the
openings	what type will the state variable be? identify the values you will use and their meanings	
prior ha	identify the values you will use and their meanings	

Exercise 3

Identify the animation variables needed for this sketch.

what changes?	what kind of value?	what's the starting point?	how does the value change?

Identify the conditionals patterns for this sketch – fill in the table below. Hint: there are three separate decisions here.

what happens differently, or only sometimes?		
what are the alternatives?		
how do we decide between them?		
on the spot or prior happenings?		

(continued on the next page)

on-the-spot	is "do nothing" an option? when does each alternative			
	when does each alternative occur?			
	what is the decision about?			
S	how many alternatives are there?			
prior happenings	is "do nothing" an option?			
	which alternative do we start with?			
	for each alternative, when do we change to that alternative?			
	in the following	d any of the decisions as an i table.	nstance of the prior happen	ings pattern, also fill
oenings	what type will the state variable be? identify the values you will use and their meanings			
prior hap	identify the values you will use and their meanings			

Exercise 4

Identify the conditionals patterns for the decisions in this sketch – fill in the table below. Use one column for each decision and use the second table if you have more than three decisions.

Note: it is strongly recommended that you fill in these tables in conjunction with the table on the next page to ensure that you meet all of the requirements for this sketch.

what happens differently, or only sometimes?		
what are the alternatives?		
how do we decide between them?		
on the spot or prior happenings?		
what happens differently, or only sometimes?		
what are the alternatives?		
how do we decide between them?		
on the spot or prior happenings?		

(continued on the next page)

Fill in the table below with how you'll meet the requirements regarding conditionals for this exercise. Note that one decision can count towards multiple requirements e.g. the on-the-spot decision and the prior happenings pattern count as two of the three decisions needed – you don't need three more decisions on top of those two.

three decisions	
an on-the-spot decision	
prior happenings	
a decision with two alternatives ("do nothing" can count as one alternative)	
a decision with more than two alternatives ("do nothing" can count as one alternative)	
three different flavors	

(continued on the next page)

on-the-spot	is "do nothing" an option? when does each alternative						
	when does each alternative occur?						
prior happenings	what is the decision about?						
	how many alternatives are there?						
	is "do nothing" an option?						
	which alternative do we start with?						
	for each alternative, when do we change to that alternative?						
If you identified any of the decisions as an instance of the prior happenings pattern, also fill in the following table.							
prior happenings	what type will the state variable be? identify the values you will use and their meanings						
	identify the values you will use and their meanings						

on-the-spot	is "do nothing" an option? when does each alternative						
	when does each alternative occur?						
prior happenings	what is the decision about?						
	how many alternatives are there?						
	is "do nothing" an option?						
	which alternative do we start with?						
	for each alternative, when do we change to that alternative?						
If you identified any of the decisions as an instance of the prior happenings pattern, also fill in the following table.							
penings	what type will the state variable be?						
prior hap	identify the values you will use and their meanings						