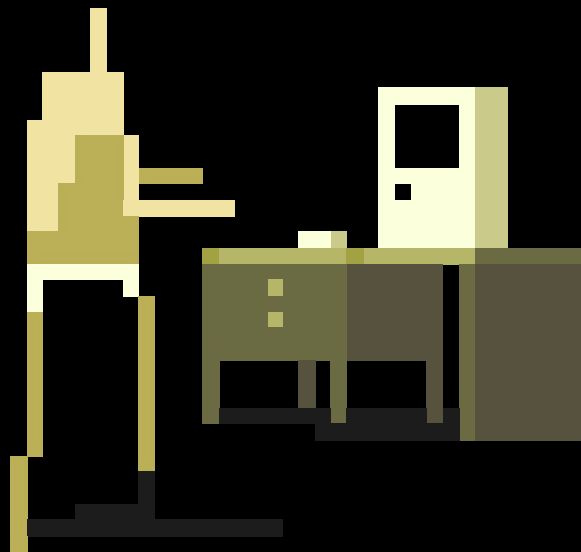
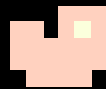


Object-Oriented Programming AND Event-based Javascript code in Unity*



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INSPIRATIONAL QUOTATION:

“JavaScript is so beautiful and elegant it brings tears to my eyes. I love using it. It completes me as a person.”

--Javadude22, Urbandictionary.com.



Javascript is...



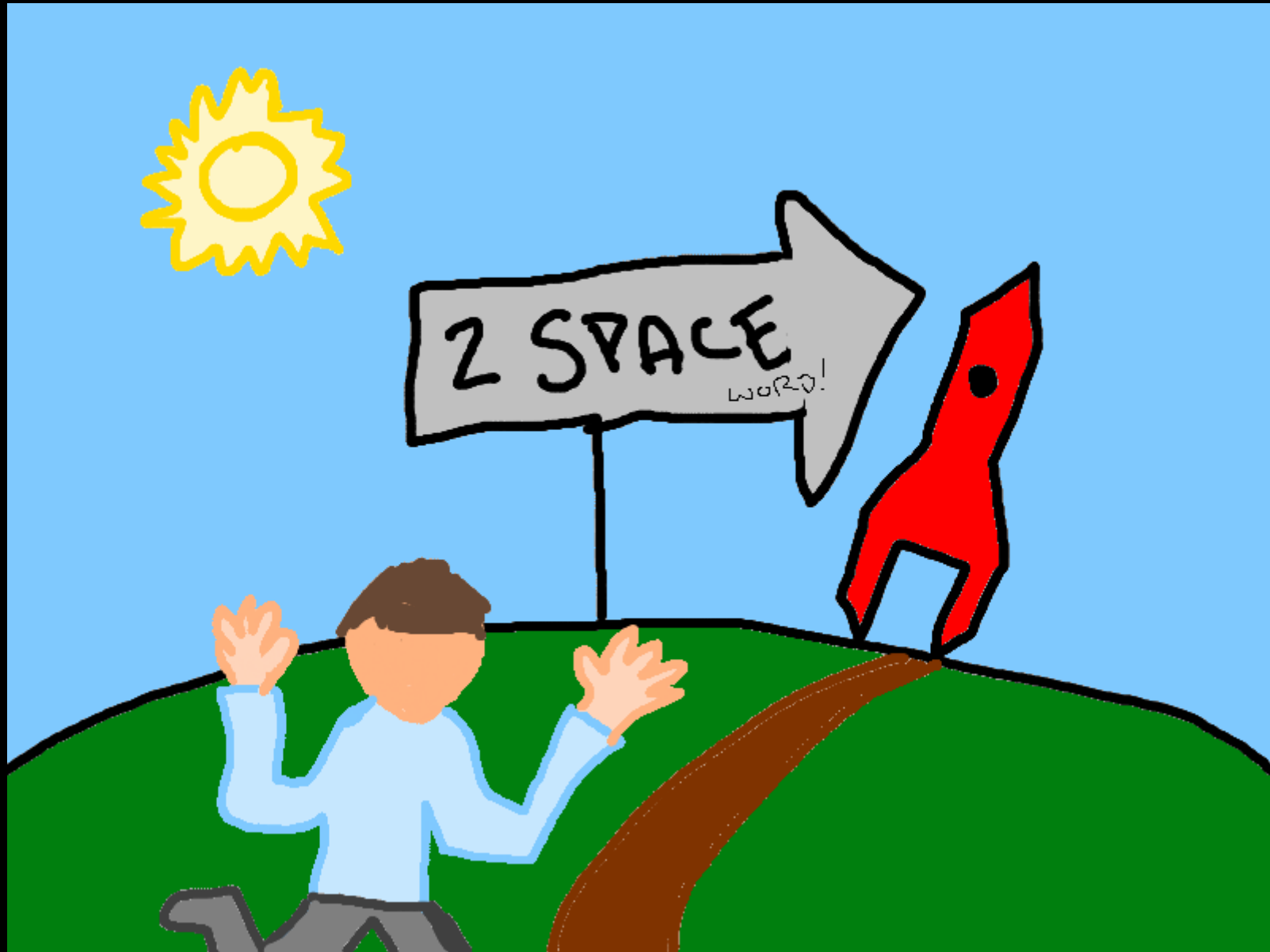
An Object Oriented Programming
language (OOP).

What are objects?

- Objects are bits of code that can be used independently of one another.
- Before OOP, all programs were written as a sort of long list, or recipe.

• **Let's go on an adventure!**

Super space adventure time!



Oh no! We have to write a recipe book, so that we can remember how to make every Earth food.
Ever.

Q: What is the most efficient way to do this?

A: We use **Object-Oriented** Recipes.

- Programming languages have become more efficient in the same way that our recipe book would have to. Instead of programs being long lists of how everything works in every single program...we have small bits of code, or **OBJECTS**, that can be taken out and put into many different programs.
- This facilitates a crowd-sourcing approach to programming, which wasn't as easy before computers were linked via internet.

Event-based coding demonstration

We will be using Javascript to change the way Unity:

- Makes objects do things IF certain things are true.
- Respond to keystrokes.
- Display text on the camera.

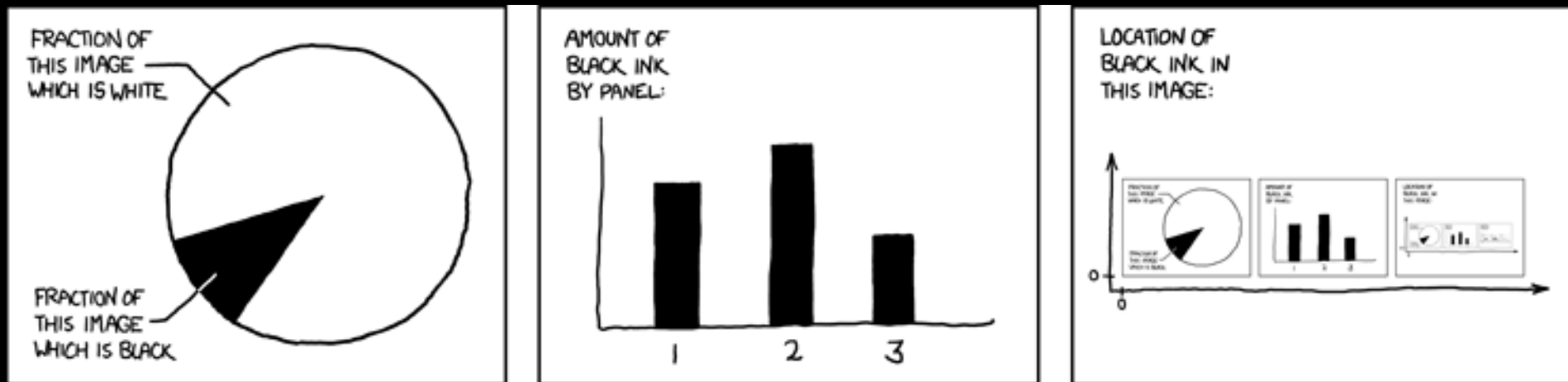
DO THINGS
NOW

WHEN BUGS HAPPEN

Computer programming, verb.

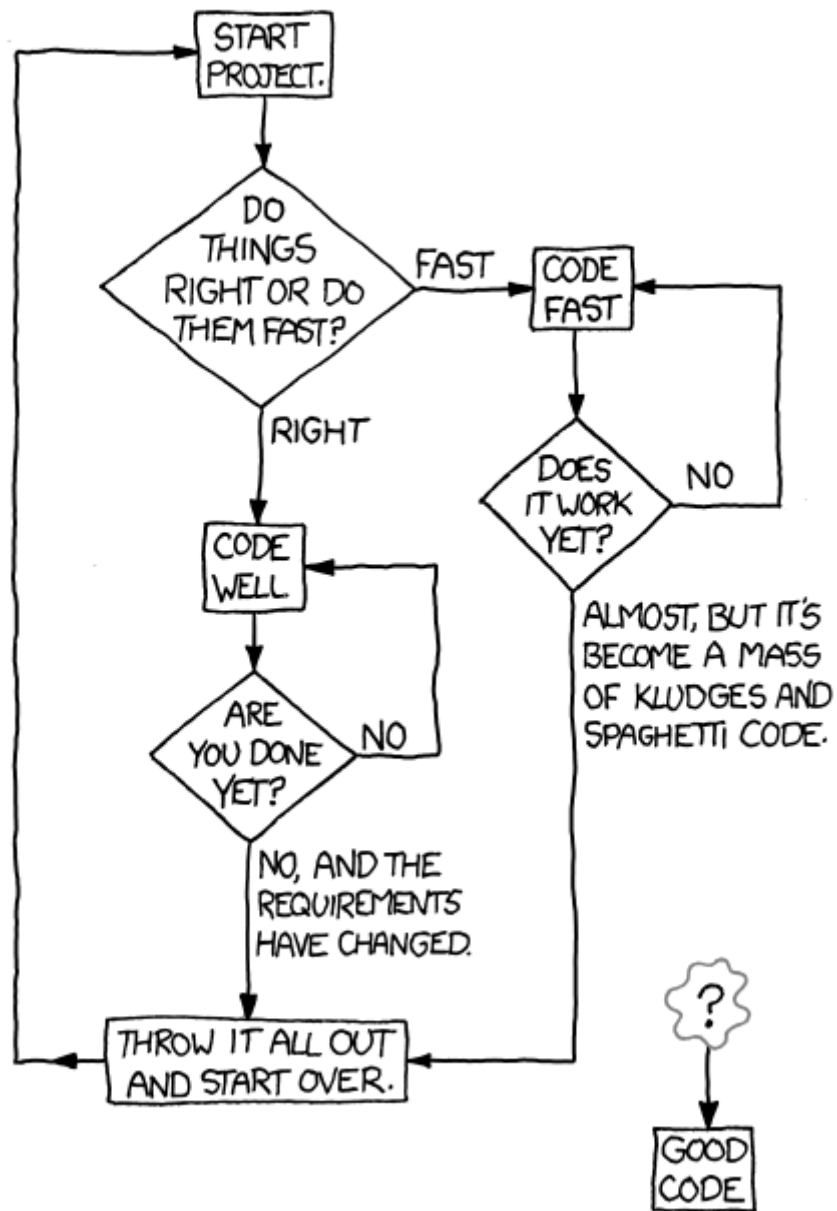
1. The art of turning caffeine into computer errors.

Operators at Harvard University in an early error traced an error in the early Mark II computer to a moth trapped in a relay, coining the term *bug*. This bug was carefully removed and taped to the log book. Stemming from the first bug, today we call errors or glitches in a program a *bug*.



(From xkcd.com)

HOW TO WRITE GOOD CODE:



Advice.

Change code slowly, so you can always go back to something that works. This reduces bugs. Also, if you get an error, remove elements of your code one by one to see what, exactly, is causing the error.

YES



NO



Fin