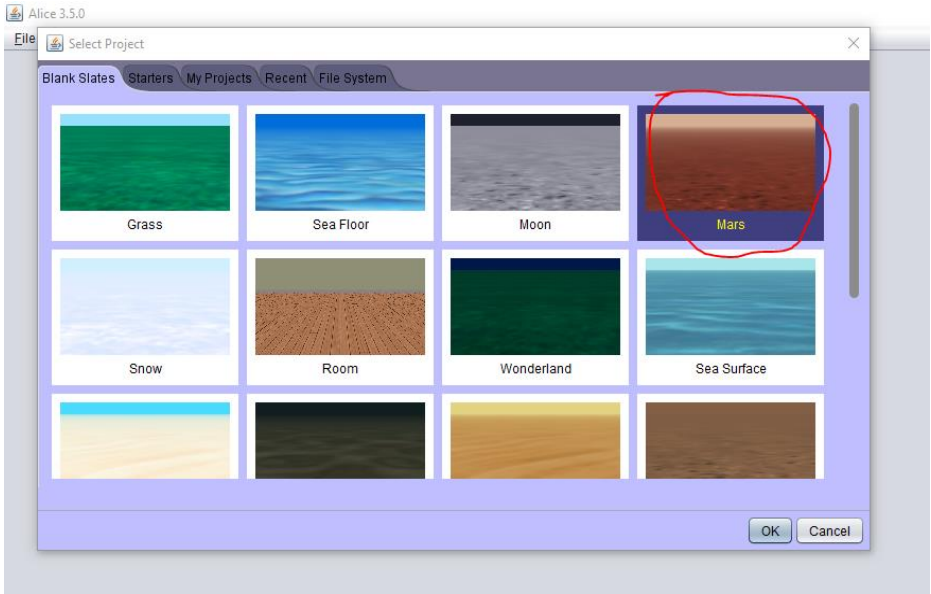


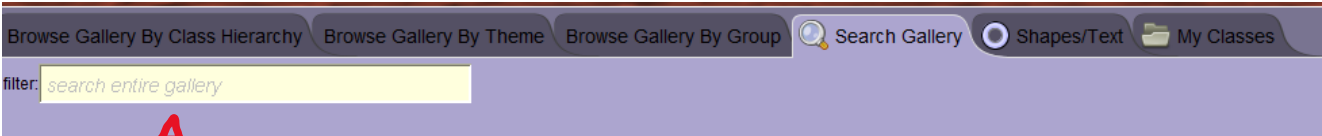
Tutoriel Alice



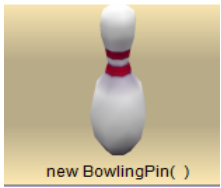
Open Alice and select the background : Mars



add characters and objects by typing their names




Type the name of the different element in the search bar:
BowlingPin, Alien, UFO, Volleyball




x6

Enter position values for each element

 **this.uFO** ▼

one shots ▼

▼  **this.uFO's Properties**

UFO uFO ← new UFO

Paint = ☐ WHITE

Opacity =

Vehicle =

Position = (x: 3.10, y: 10.00, z: -12.60)

Size =
Width: 6.17
Height: 3.40
Depth: 6.94

Reset

 **this.volleyball** ▼

one shots ▼

▼  **this.volleyball's Properties**

Volleyball volleyball ← new Volleyball

Paint = ☐ WHITE


Opacity =

Vehicle =

Position = (x: 1.13, y: 0.00, z: 23.50)

Size =
Width: 0.16
Height: 0.16
Depth: 0.16

Reset

 **this.alien** ▼

one shots ▼

▼  **this.alien's Properties**

Alien alien ← new Alien

Paint = ☐ WHITE


Opacity =

Vehicle =


Position = (x: 3.10, y: 10.00, z: -12.60)

Size =
Width: 0.57
Height: 1.44
Depth: 0.58

Reset

 **this.bowlingPin** ▼

one shots ▼

▼  **this.bowlingPin's Properties**

BowlingPin bowlingPin ← new BowlingPin

Paint = ☐ WHITE


Opacity =

Vehicle =


Position = (x: -1.37, y: 0.00, z: 21.70)

Size =
Width: 0.14
Height: 0.40
Depth: 0.14

Reset

 **this.bowlingPin2** ▼

one shots ▼

▼  **this.bowlingPin2's Properties**

BowlingPin bowlingPin2 ← new BowlingPin

Paint = ☐ WHITE


Opacity =

Vehicle =


Position = (x: -1.37, y: 0.00, z: 22.20)

Size =
Width: 0.14
Height: 0.40
Depth: 0.14

Reset

 **this.bowlingPin3** ▼

one shots ▼

▼  **this.bowlingPin3's Properties**

BowlingPin bowlingPin3 ← new BowlingPin

Paint = ☐ WHITE


Opacity =

Vehicle =


Position = (x: -1.12, y: 0.00, z: 22.10)

Size =
Width: 0.14
Height: 0.40
Depth: 0.14

Reset

 **this.bowlingPin4** ▼

one shots ▼

▼  **this.bowlingPin4's Properties**

BowlingPin bowlingPin4 ← new BowlingPin

Paint = ☐ WHITE


Opacity =

Vehicle =


Position = (x: -1.57, y: 0.00, z: 22.30)

Size =
Width: 0.14
Height: 0.40
Depth: 0.14

Reset

 **this.bowlingPin5** ▼

one shots ▼

▼  **this.bowlingPin5's Properties**

BowlingPin bowlingPin5 ← new BowlingPin

Paint = ☐ WHITE


Opacity =

Vehicle =


Position = (x: -1.55, y: 0.00, z: 21.40)

Size =
Width: 0.14
Height: 0.40
Depth: 0.14

Reset

 **this.bowlingPin6** ▼

one shots ▼

▼  **this.bowlingPin6's Properties**

BowlingPin bowlingPin6 ← new BowlingPin

Paint = ☐ WHITE

Opacity =

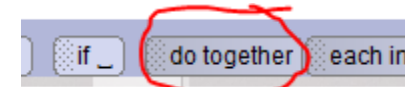
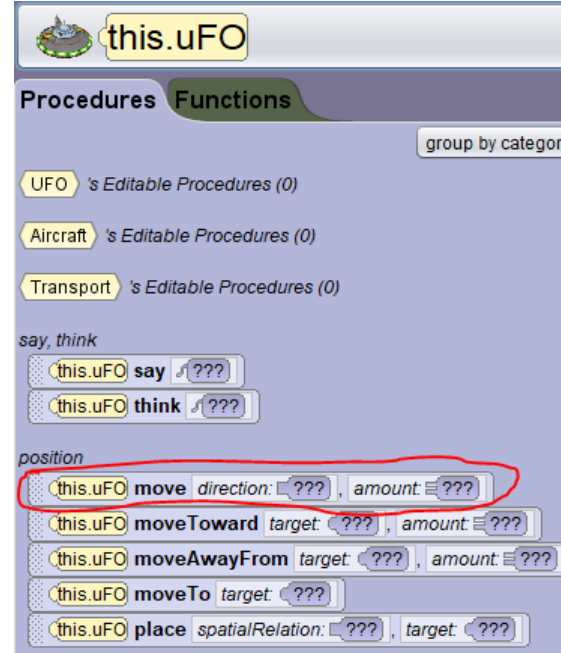
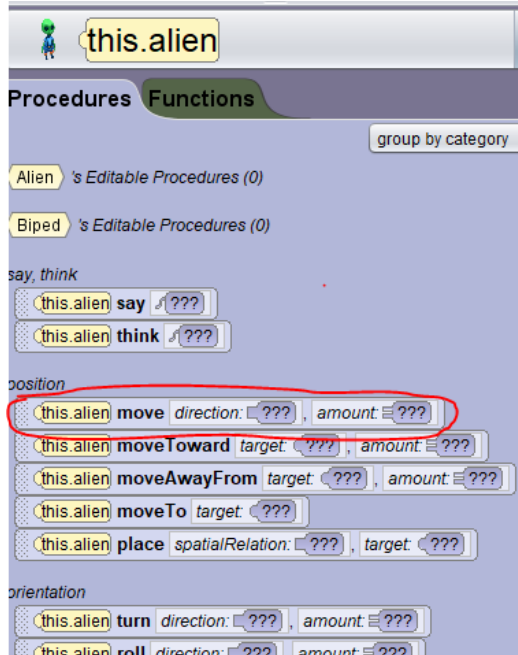
Vehicle =

Position = (x: -1.55, y: 0.00, z: 21.90)

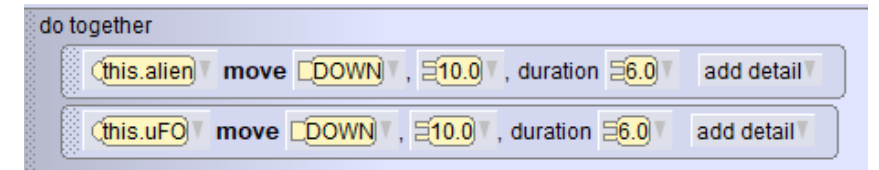
Size =
Width: 0.14
Height: 0.40
Depth: 0.14

Reset

do this so that the alien and the ufo descend at the same time



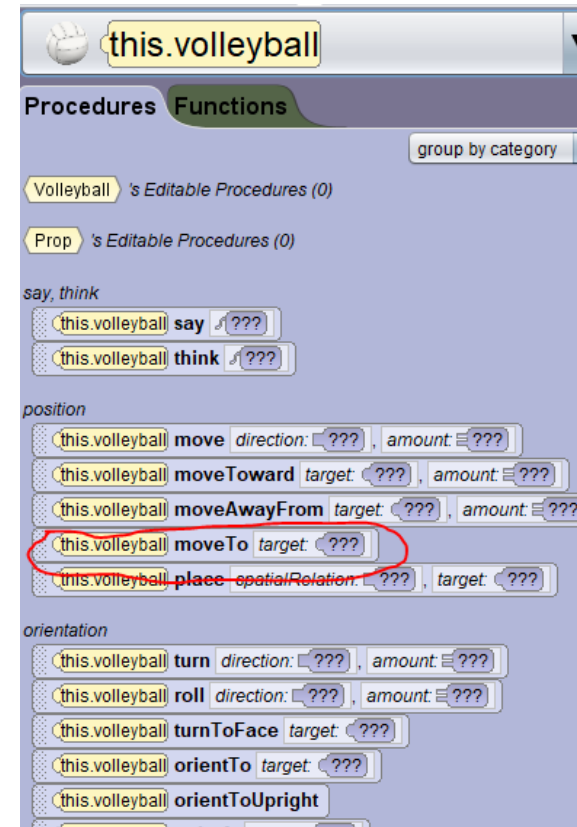
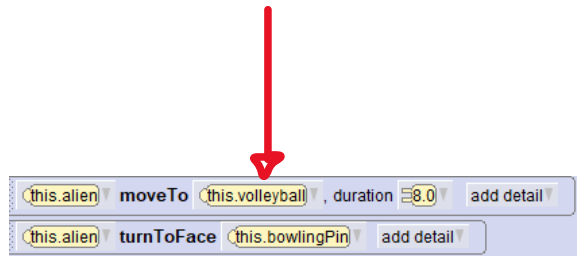
Select "do together" to exercise several tasks at the same time



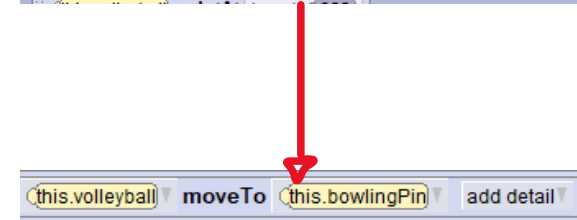
select as on the images and put the two lines in the "do together"



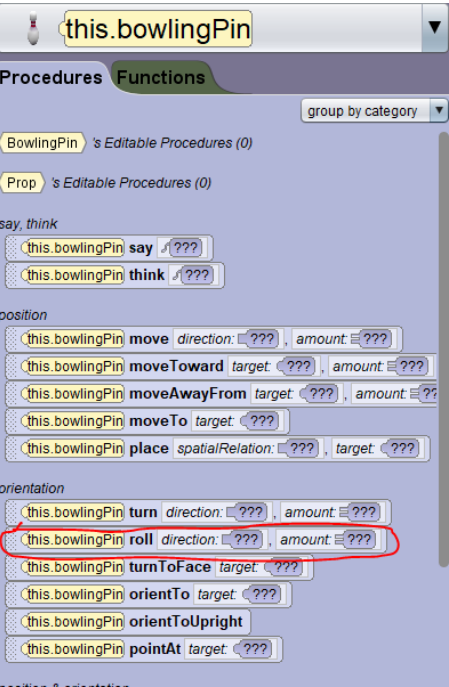
do this so that the alien advances to the volleyball and turns to the bowlingPin



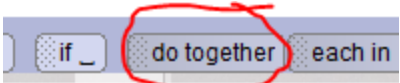
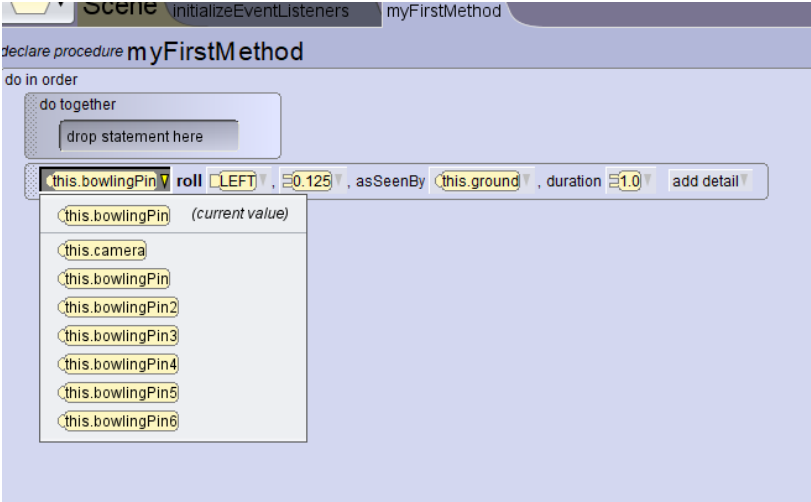
do it so that volleyball go to bowlingPin



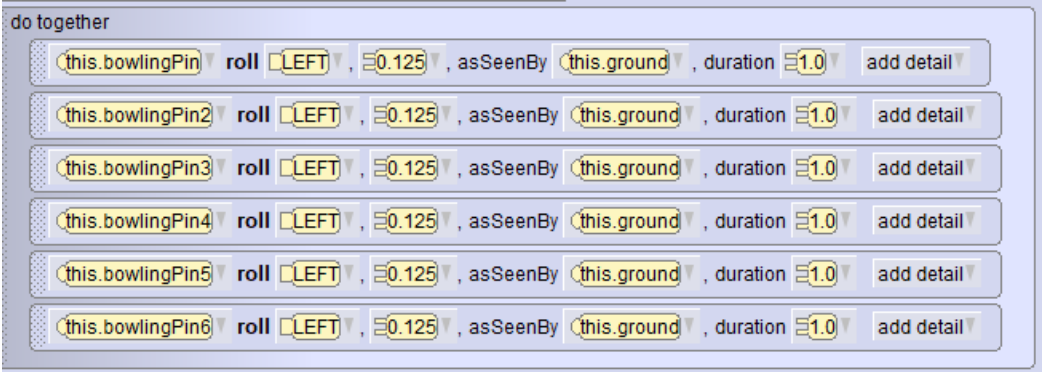
do this so that the bowlingPin fall at the same time



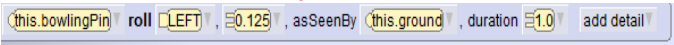
do the same thing for each bowlingPin




Select "do together" to exercise several tasks at the same time




select as on the images and put the six lines in the "do together"



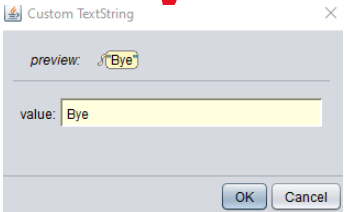
do this so that the alien say "Bye"



The screenshot shows the 'this.alien' object's 'Functions' menu. Under the 'say_think' category, the 'say' and 'think' blocks are highlighted with a red circle. A red arrow points from this circle to the next screenshot.




The screenshot shows the 'this.alien' object's 'say' block. A red arrow points from the 'say' block to the next screenshot.



The screenshot shows the 'Custom TextString...' dialog box. The 'value' field contains the text 'Bye'. The 'OK' button is highlighted.

do it so that the alien disappears



The screenshot shows the 'this.alien' object's 'Functions' menu. Under the 'appearance' category, the 'setOpacity' block is highlighted with a red circle. A red arrow points from this circle to the next screenshot.



The screenshot shows the 'this.alien' object's 'setOpacity' block. The 'opacity' field is set to 0.0. The 'add detail' button is highlighted.

do this so that the UFO flies away

The full programs

this.uFO

Procedures

Functions

group by category

UFO

's Editable Procedures (0)

Aircraft

's Editable Procedures (0)

Transport

's Editable Procedures (0)

say, think

this.uFO

say

/ ???

this.uFO

think

/ ???

position

this.uFO

move

direction: / ???

, amount: = ???

this.uFO

moveToward

target: / ???

, amount: = ???

this.uFO

moveAwayFrom

target: / ???

, amount: = ???

this.uFO

moveTo

target: / ???

this.uFO

place

spatialRelation: / ???

, target: / ???

orientation

this.uFO

turn

direction: / ???

, amount: = ???

this.uFO

roll

direction: / ???

, amount: = ???

this.uFO

turnToFace

target: / ???

this.uFO

orientTo

target: / ???

this.uFO

orientToUpright

this.uFO

pointAt

target: / ???

this.uFO

move

UP

, = 10.0

, duration = 6.0

add detail

o in order

do together

this.alien

move

DOWN

, = 10.0

, duration = 6.0

add detail

this.uFO

move

DOWN

, = 10.0

, duration = 6.0

add detail

this.alien

moveTo

this.volleyball

, duration = 8.0

add detail

this.alien

turnToFace

this.bowlingPin

add detail

this.volleyball

moveTo

this.bowlingPin

add detail

do together

this.bowlingPin2

roll

LEFT

, = 0.125

, asSeenBy this.ground

, duration = 1.0

add detail

this.bowlingPin3

roll

LEFT

, = 0.125

, asSeenBy this.ground

, duration = 1.0

add detail

this.bowlingPin4

roll

LEFT

, = 0.125

, asSeenBy this.ground

, duration = 1.0

add detail

this.bowlingPin5

roll

LEFT

, = 0.125

, asSeenBy this.ground

, duration = 1.0

add detail

this.bowlingPin6

roll

LEFT

, = 0.125

, asSeenBy this.ground

, duration = 1.0

add detail

this.alien

say

/ "Yes!"

add detail

this.alien

turnToFace

this.uFO

add detail

this.alien

moveTo

this.uFO

, pathStyle SMOOTH

, duration = 10.0

add detail

this.alien

say

/ "Bye"

add detail

this.alien

setOpacity

= 0.0

add detail

this.uFO

move

UP

, = 10.0

, duration = 6.0

add detail