

Learning to Program with Alice
Dann, Cooper, & Pausch
Final Release, 1st Printing
Errata List

General Notice:

The latest version of Alice has a revised *move to* instruction. Instructions using *move to* no longer include the word “position.” For example, an instruction such as

whichPerson move to firetruck’s position

should now appear as

whichPerson move to firetruck

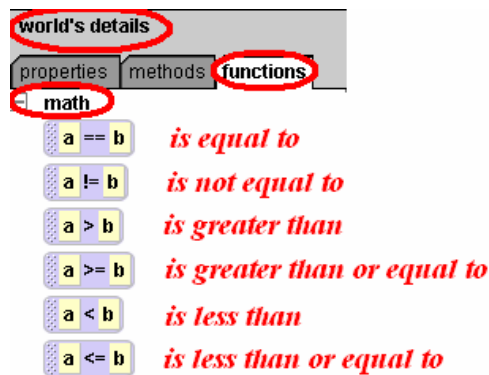
Example programs in Chapters 5 and 6 are affected.

Page 33

In the 3rd paragraph 5th sentence, the phrase “backLeftUpperJoint subpart” should be “backLeft**Leg**UpperJoint subpart”.

Page 60

Figure 3-2-5, questions are now labeled as functions in Alice.



Page 60

The last paragraph asks the reader to drag an *If* tile into the editor. If students are following along in the text and creating the code as they read through the text, then students will already have an *If* statement in the editor (from instructions on the previous page). The previous *If* statement should be removed before creating the new one.

Page 83

The text indicates that an object in this example was renamed. To find an illustration of how to perform a *rename* action, look on page 100.

Figure 4-3-15. In the latest version of Alice, the ice skater's thighR is now named rightLeg.

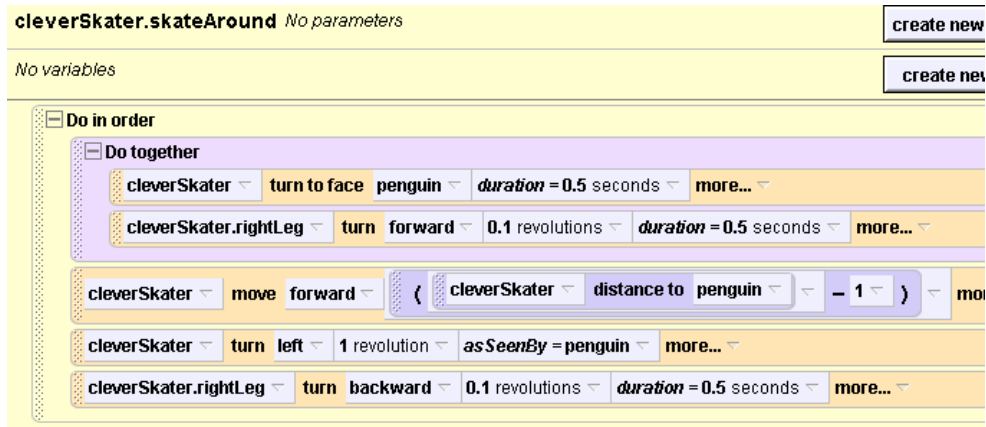
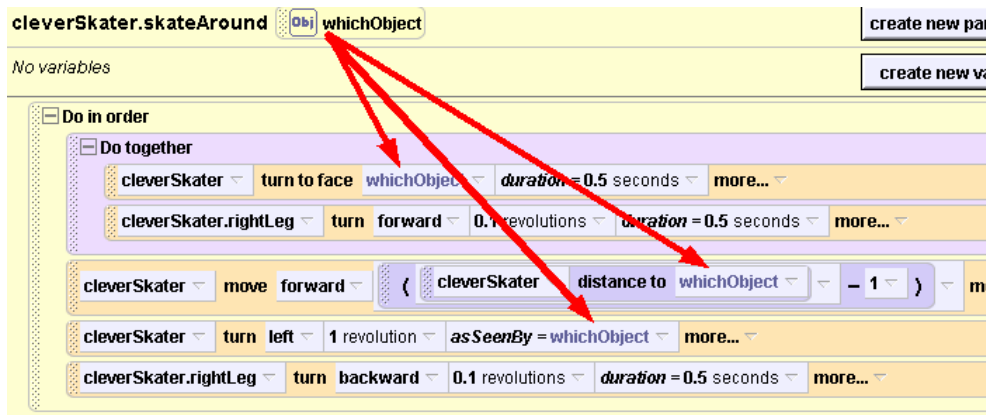


Figure 4-3-16. In the latest version of Alice, the ice skater's thighR is now named rightLeg.



The text describes a technique of selecting an object (homer) from the popup menu and then substituting a parameter (victim). This subterfuge technique is no longer necessary. Alice has been updated to allow the selection of "expression." The expression option allows selection of the object, homer. Figure 5-2-8 should now be:

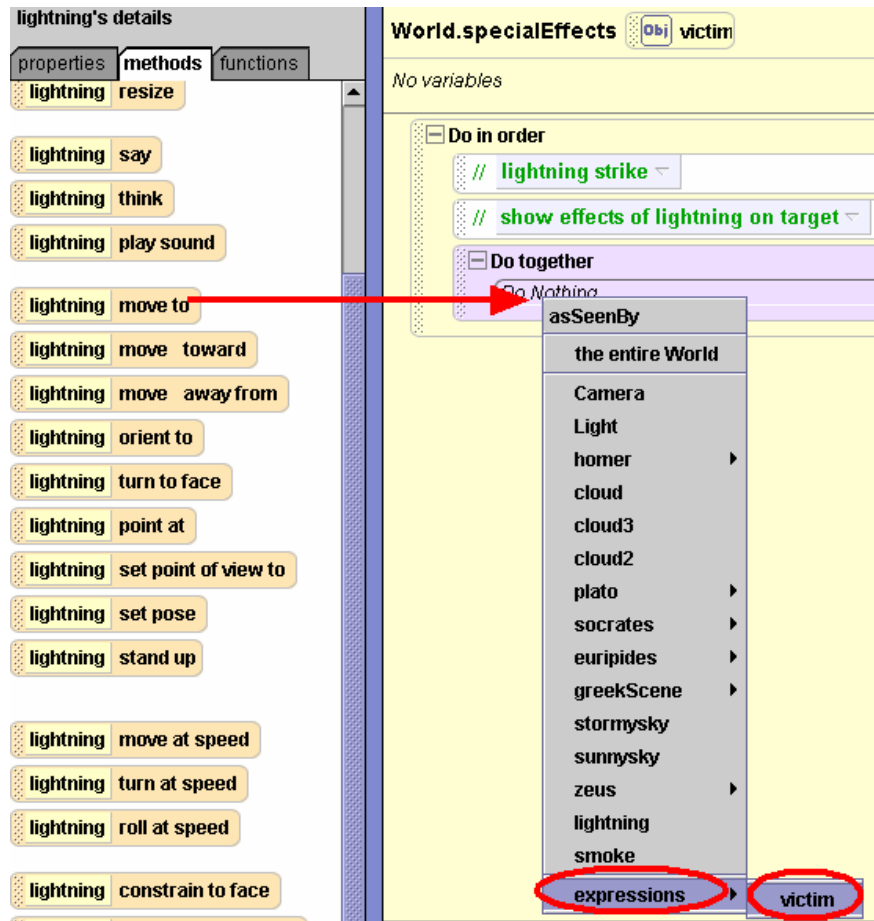
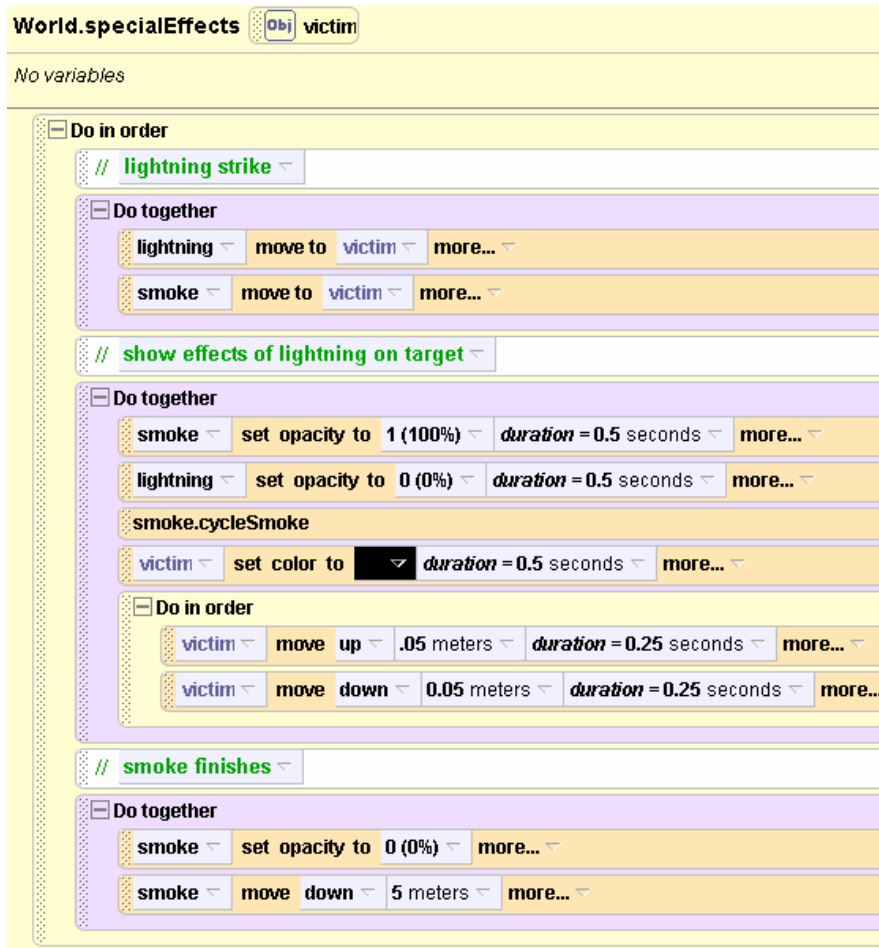


Figure 5-2-9 was chopped at the bottom and had the old version of the *move to* instruction. The new Figure 5-2-9 is:



The last sentence of next-to-last paragraph: "makeing" should read "making"

The Zeus world from Chapter 5 is continued here. If Chapter 5 has been skipped, the instructor will need to provide that world as a starting example.

"6-2 Projects" should read "Projects"

"7-2 Projects" should read "Projects"

"8-2 Projects" should read "Projects"

Chapter 8, project 2. The skeleton can be found in the spooky folder on the local gallery (not the graveyard folder on the web).

"9-2 Projects" should read "Projects"

Chapter 9, project 1. The phantom house is now called HauntedHouse

Figure 10-1-17, the initial value should be 0, as shown here:

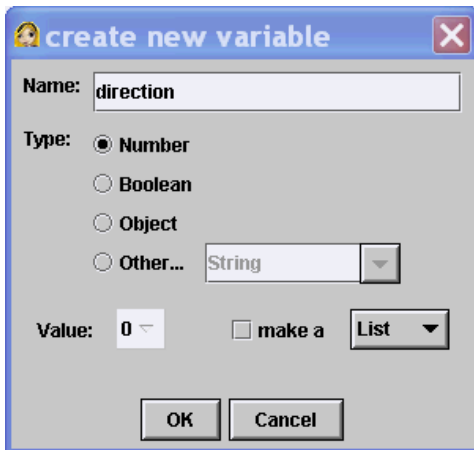


Figure A-1-20, labels of several buttons should be modified as shown below.

