

Bot Inc.

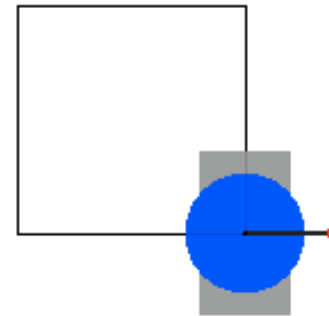
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Teaching Programming to Kids of 7..77

- What is a program?
- What is a variable, loop?
- How can I reuse and compose some programs
- Programming is fun

A kind of Turtle...

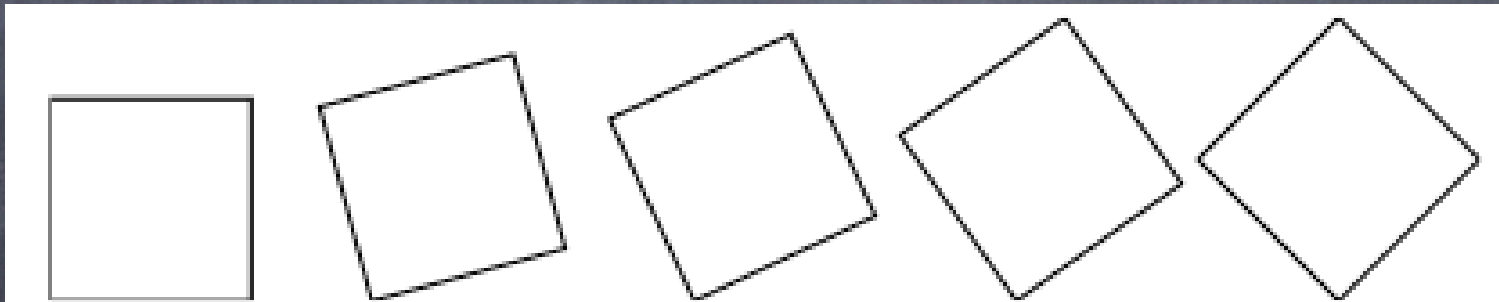


Working

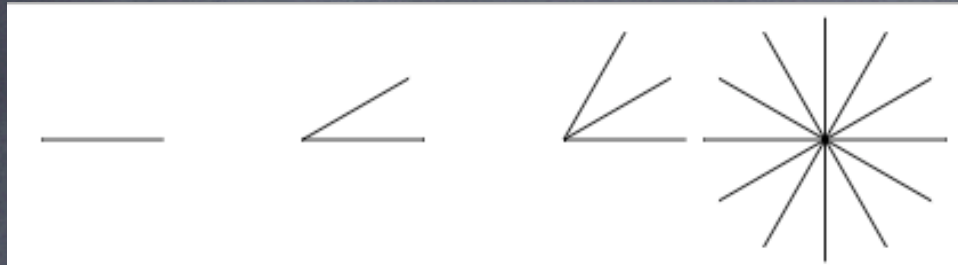
```
Bot Workspace
Do It All Do It Clear Trails Clear Bots Clear All
| pica |
pica => Bot new.
pica square: 100
```

```
Micro Browser: Bot
private morphic wrapper
shapes
turning
variables
square: size
```

Directions, Absolute, Relative Angles



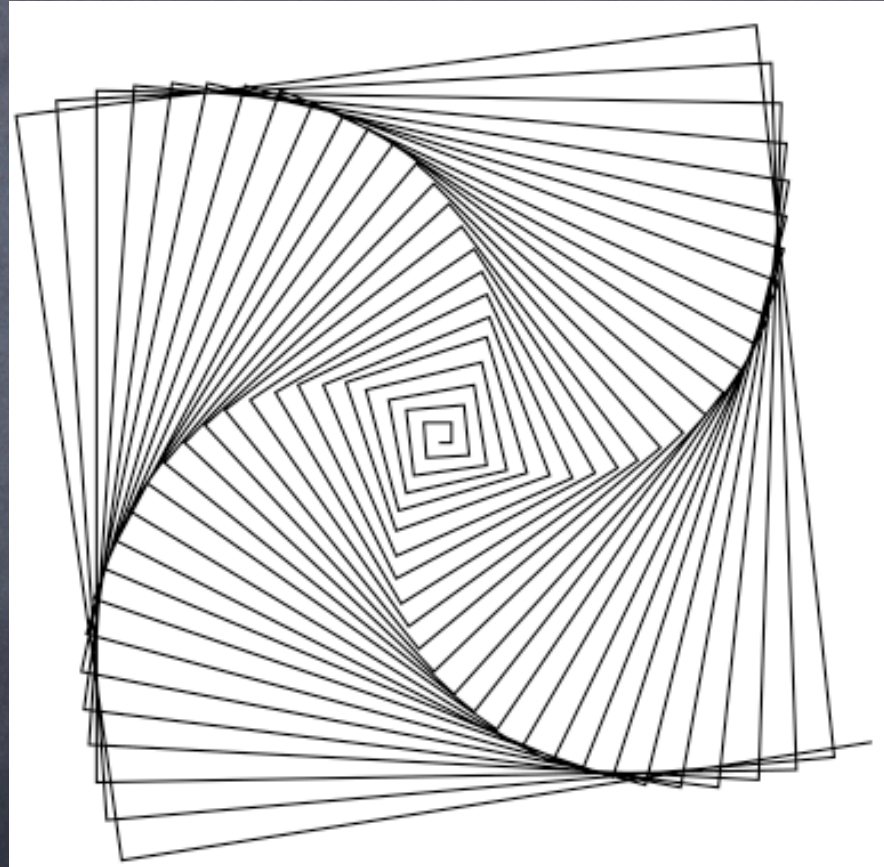
Why Loops?



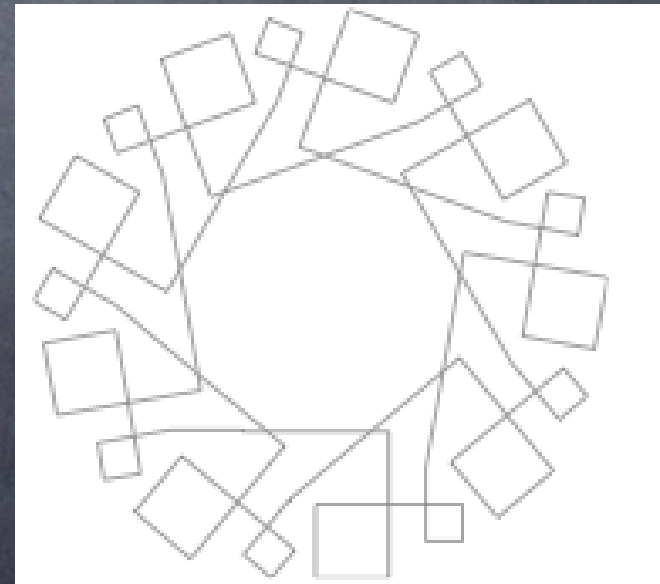
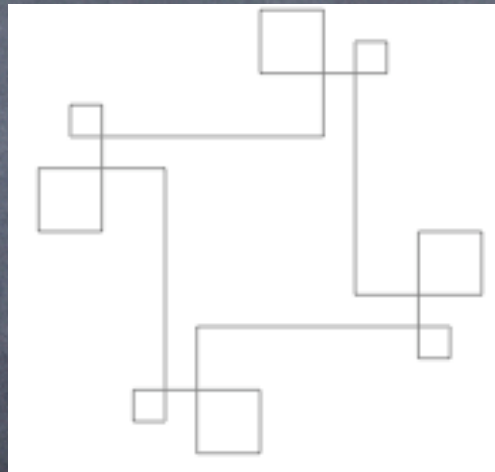
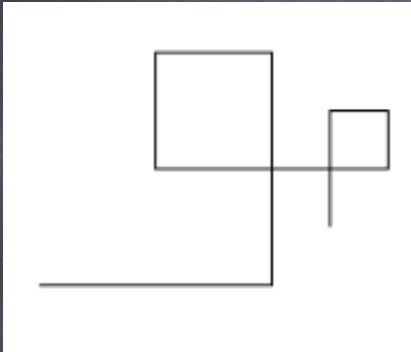
```
I pica I
pica := Bot new.
pica go: 70.
pica turnLeft: 180.
pica go: 70.
pica turnLeft: 180.
pica turnLeft: 60.
pica go: 70.
pica turnLeft: 180.
pica go: 70.
pica turnLeft: 180.
pica turnLeft: 60.
pica go: 70.
pica turnLeft: 180.
pica go: 70.
pica turnLeft: 180.
pica turnLeft: 60.
pica go: 70.
pica turnLeft: 180.
pica go: 70.
pica turnLeft: 180.
pica turnLeft: 60.
pica go: 70.
pica turnLeft: 180.
pica go: 70.
pica turnLeft: 180.
pica turnLeft: 60.
```

```
I pica I
pica := Bot new.
6 timesRepeat:
  [pica go: 70.
  pica turnLeft: 180.
  pica go: 70.
  pica turnLeft: 180.
  pica turnLeft: 60]
```

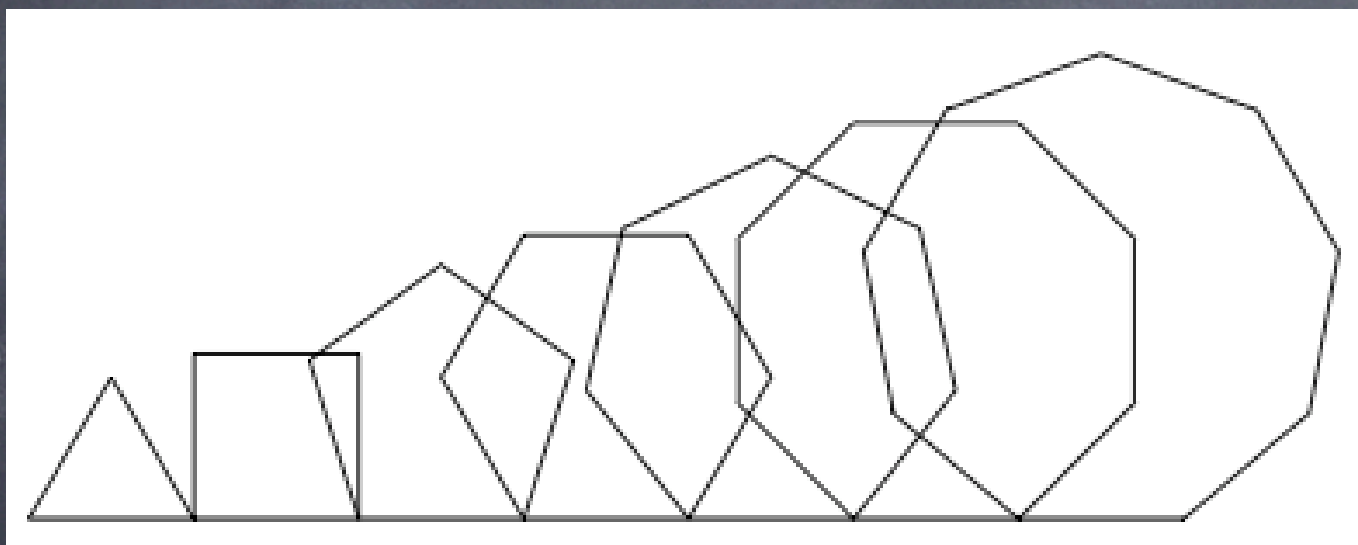

Loops and Variables



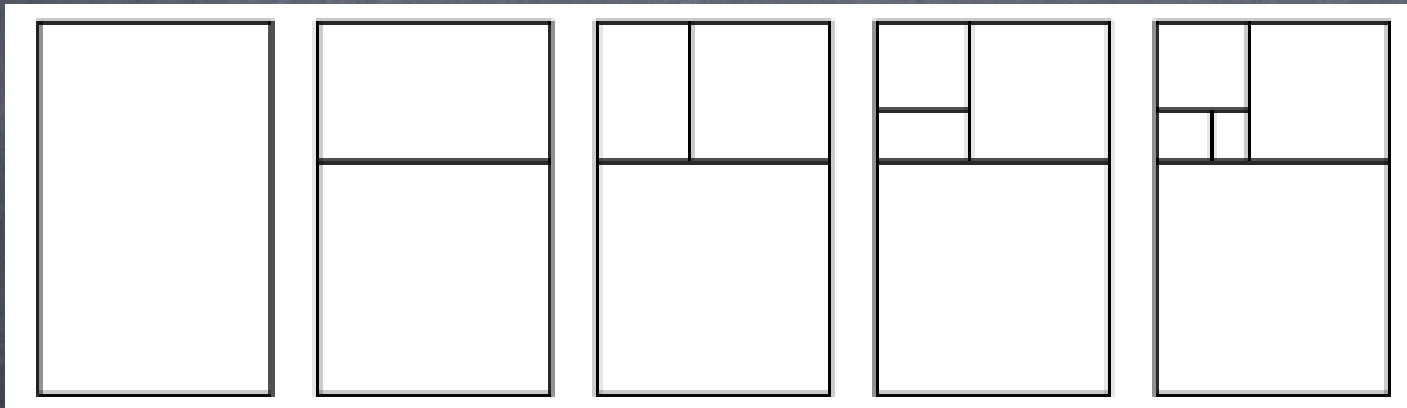
Abstraction and Composition



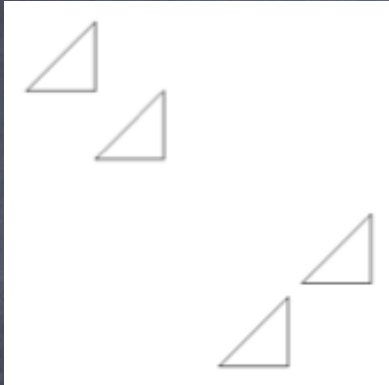
Arguments



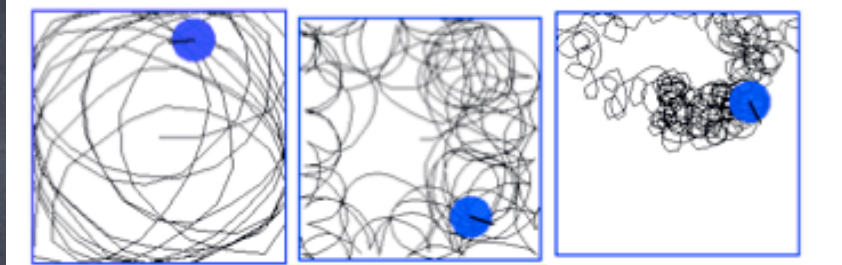
Some Problems



Translation



Bug Life



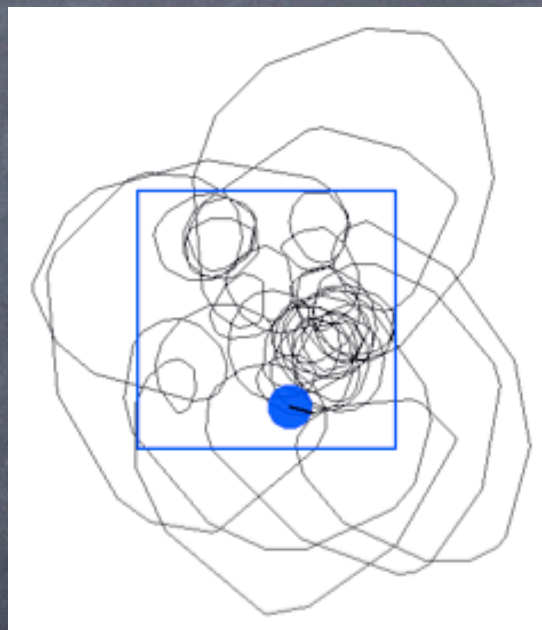
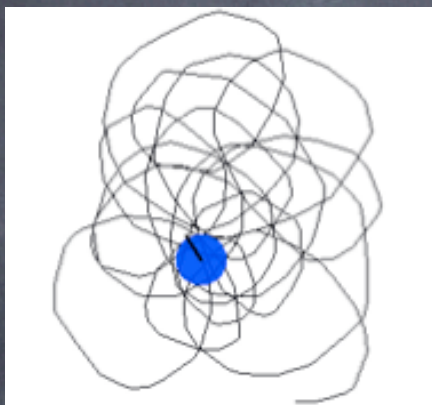
wandering: n

"Make the robot walking by a random length and turn randomly its direction"

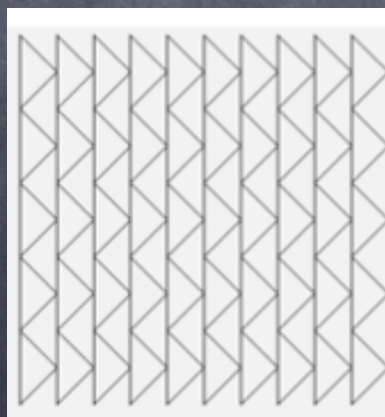
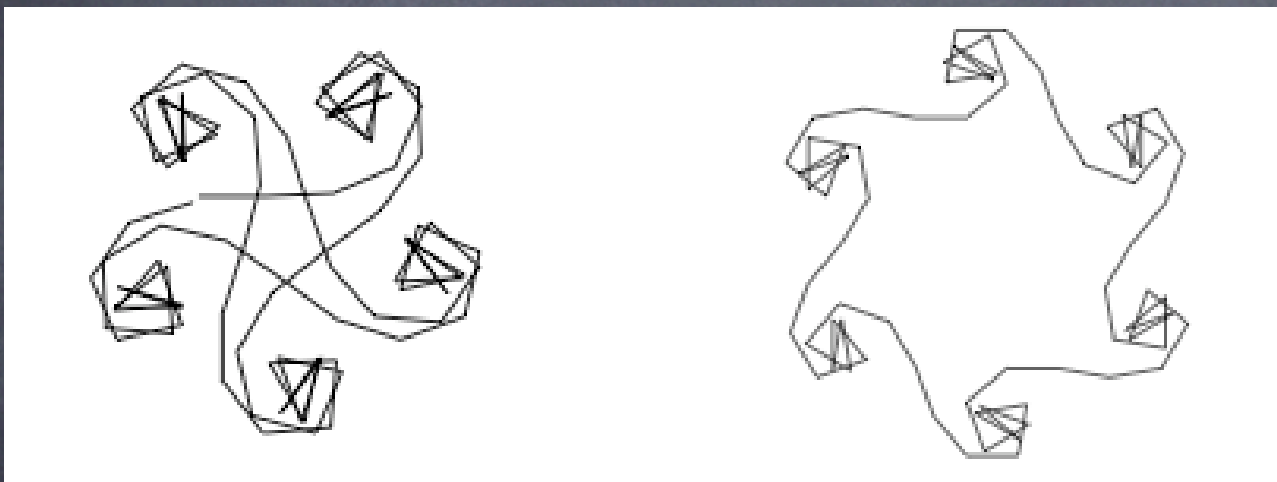
n timesRepeat:

```
[self go: 30 atRandom.  
self turnLeft: 30 atRandom]
```

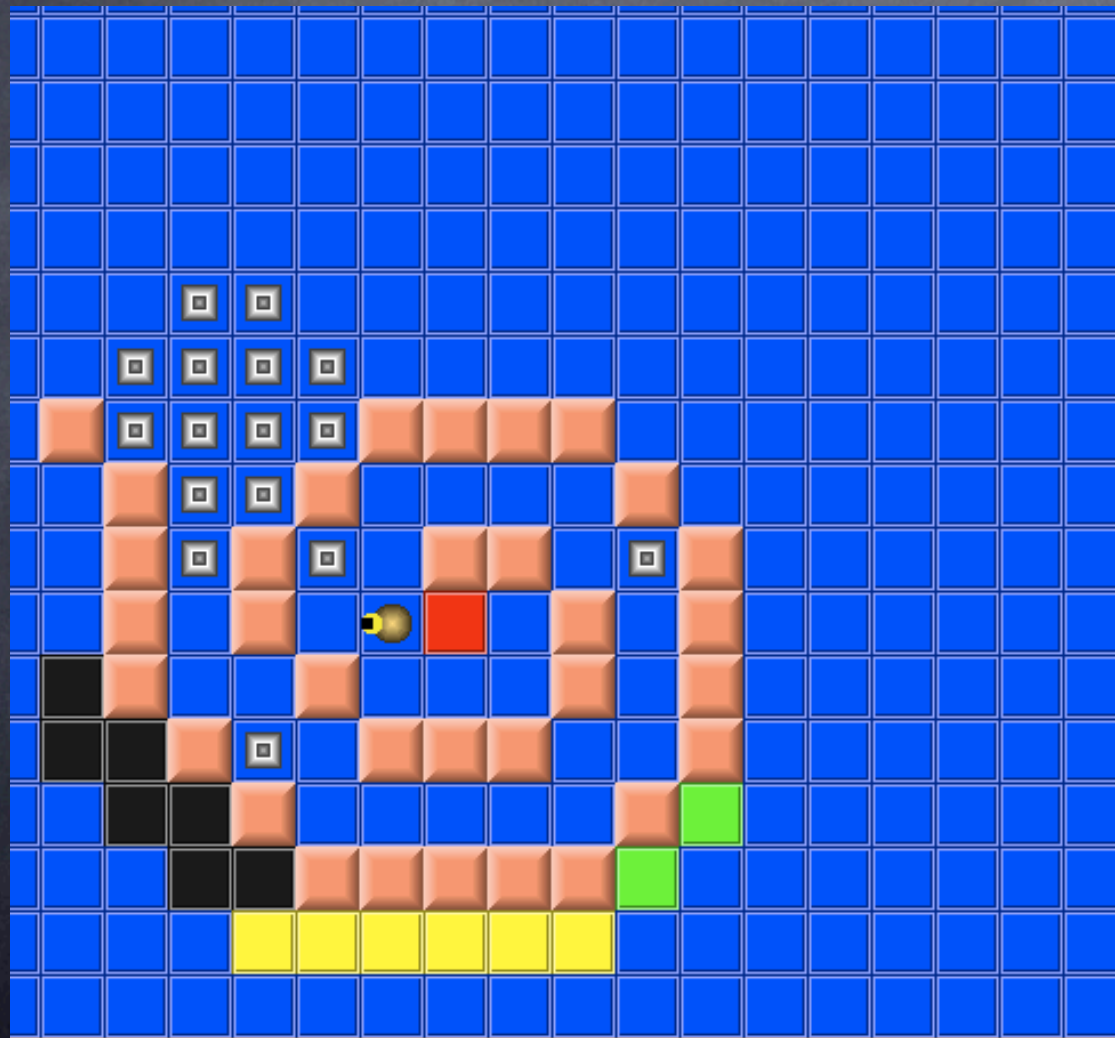
Within a Box




Fun...

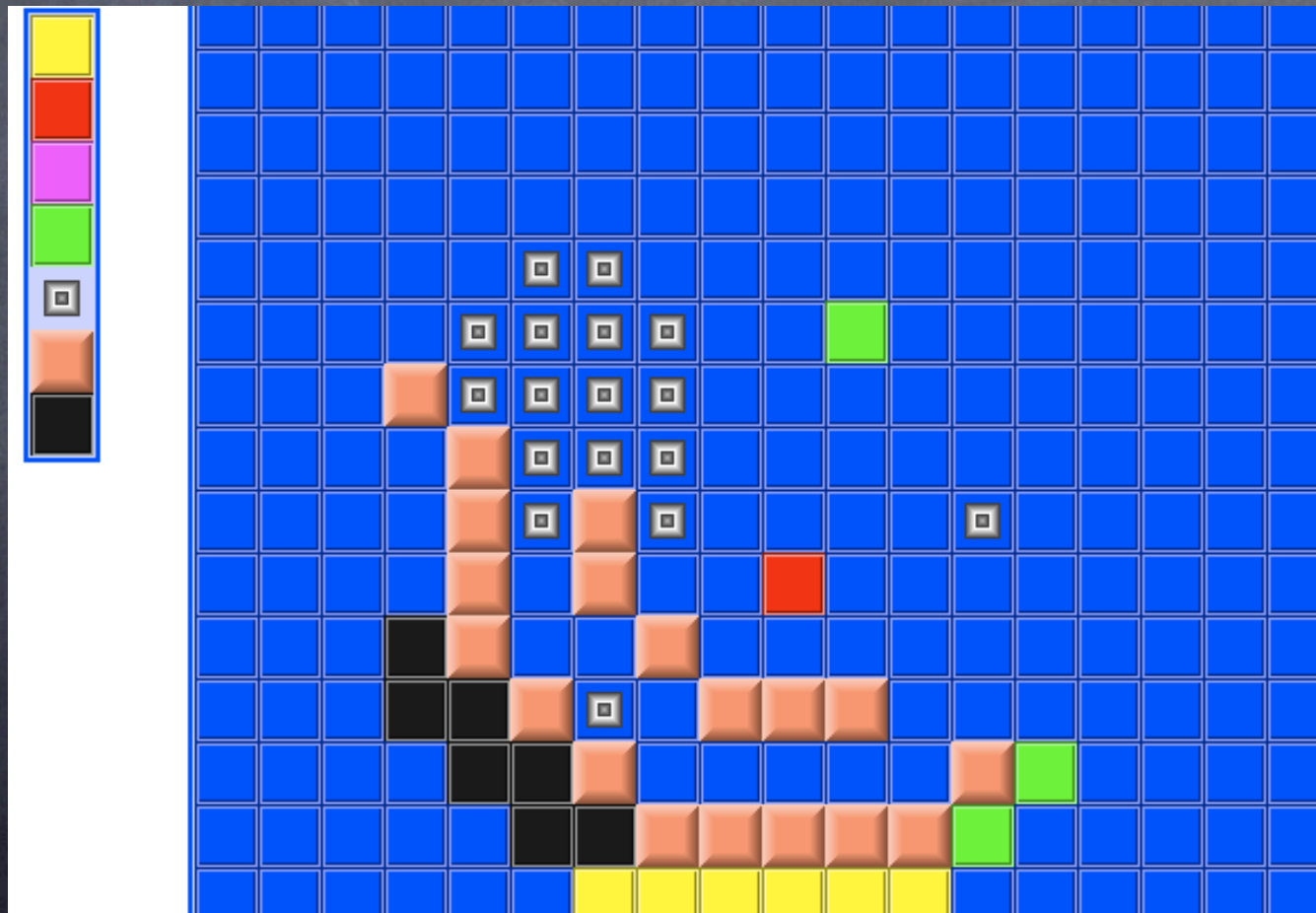


Miner World



```
✕   
b2 west.  
b2 go
```


Editing the Bot World



Information

- Tested at the French school of Berne
 - 11 to 15 years old
- Two books coming out soon
- Drafts + environment available at:
 - <http://kilana.unibe.ch:9090/botinc/>