

The Menu

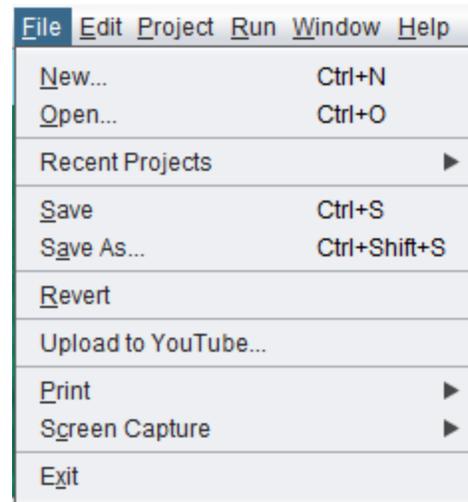
The menu in Alice is similar to other menus for software you have used.

A typical menu starts with File on the left, and Help on the right. Hot keys are underlined. Commonly used commands can be accessed directly without going through the menu. To Save the project you can just type CTRL+S (Command +S on the Mac.) This is the same for most software, and you should get in the habit of saving often. Save as, Ctrl+Shift+S is preferred by some, using a numbering system starting with 0, 1, 2, etc.

File

Under File you will find New, Open, Save, Save As, Print, and exit. However, Alice has a few other menu items, and some that are different.

- Revert restores your project to the last saved version.
- Upload to YouTube lets you run the program and record it. The recording can then be uploaded to YouTube.
- Print gives you a choice of Print All, Print Current Code, or Print Screen Editor
- Screen Capture gives you the choice of capturing the whole Alice screen, or the select just a rectangle.



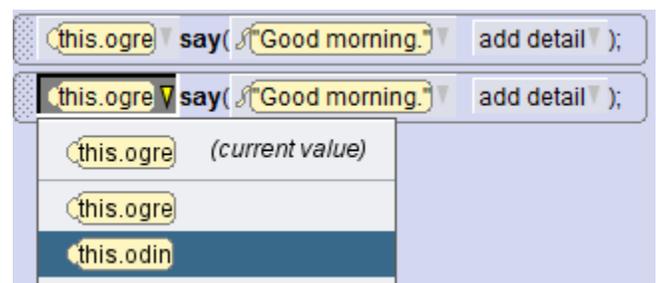
Edit

The edit command gives a choice of Undo, Redo, Cut, Copy and Paste. Again, these are the same as other software. However, at this time only Undo and Redo are operational. To copy in the code editor, right click on the code or control structure that you want to copy and select copy to

clipboard. To paste, drag the clipboard  from the top right corner into the place in the code that you want it to appear.

Undo	Ctrl+Z
Redo	Ctrl+Y
Cut	Ctrl+X
Copy	Ctrl+C
Paste	Ctrl+V

The clipboard is extremely useful and you should practice using it. For instance if you want two different characters to say "Good morning", you can create the first say statement, copy it to the clipboard, drag it in, then change the actor to the other character. It is faster once you get used to it.



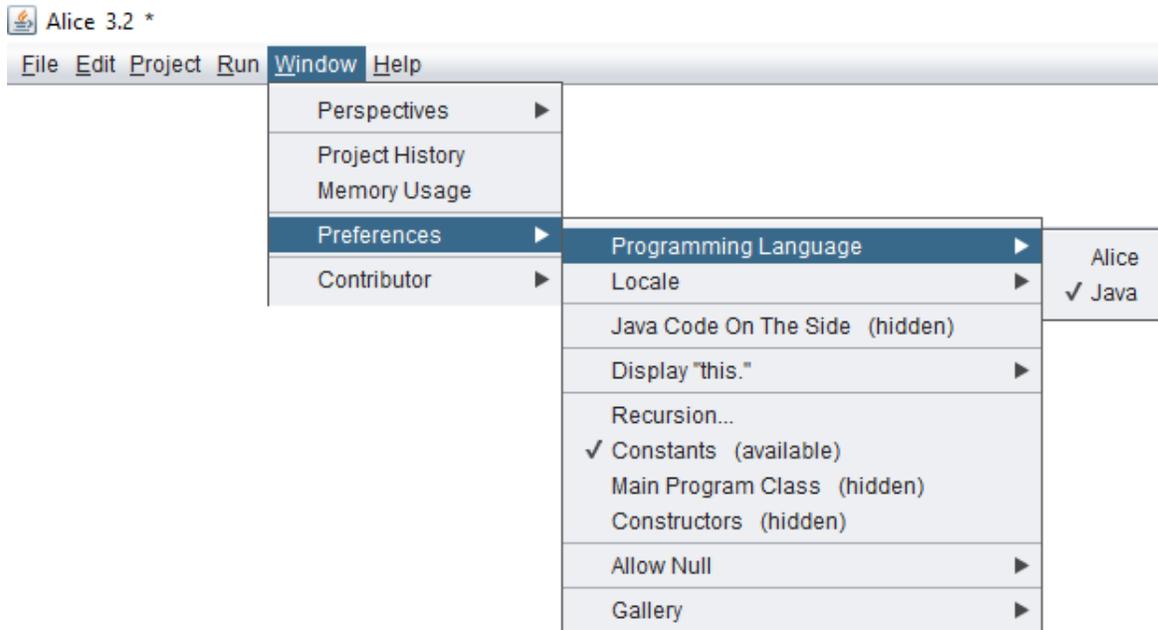
Author: Janet E. Joy; Publisher: Zebra0.com

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Preferences

Alice offers two ways of viewing the code: Alice format or Java format. All of the videos and examples in these lessons use the Java style. It will be much easier for you to follow along and use the examples if you set the preferences to use the Java style.

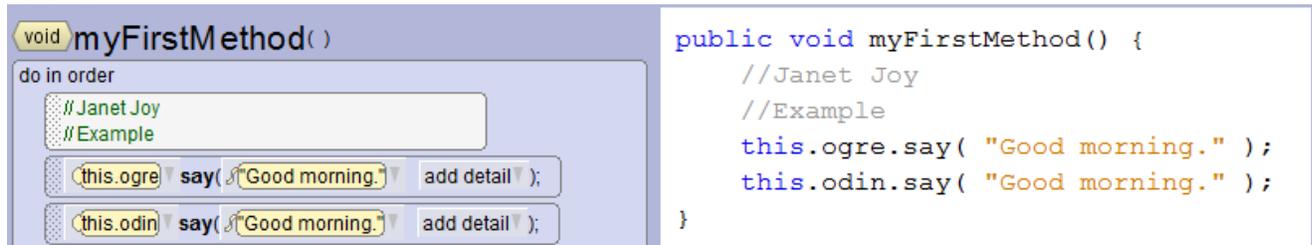
From the menu select Window, Preferences, Programming Language, Java. You only need to do this once.



These lessons also always display "this", but that is the default so you do not need to change anything.

Java Code on the Side

The Java code on the side option can be turned on if you want to see the complete code in Java or to copy and paste the code. It is usually turned off to save space, and then turned on when you need it.

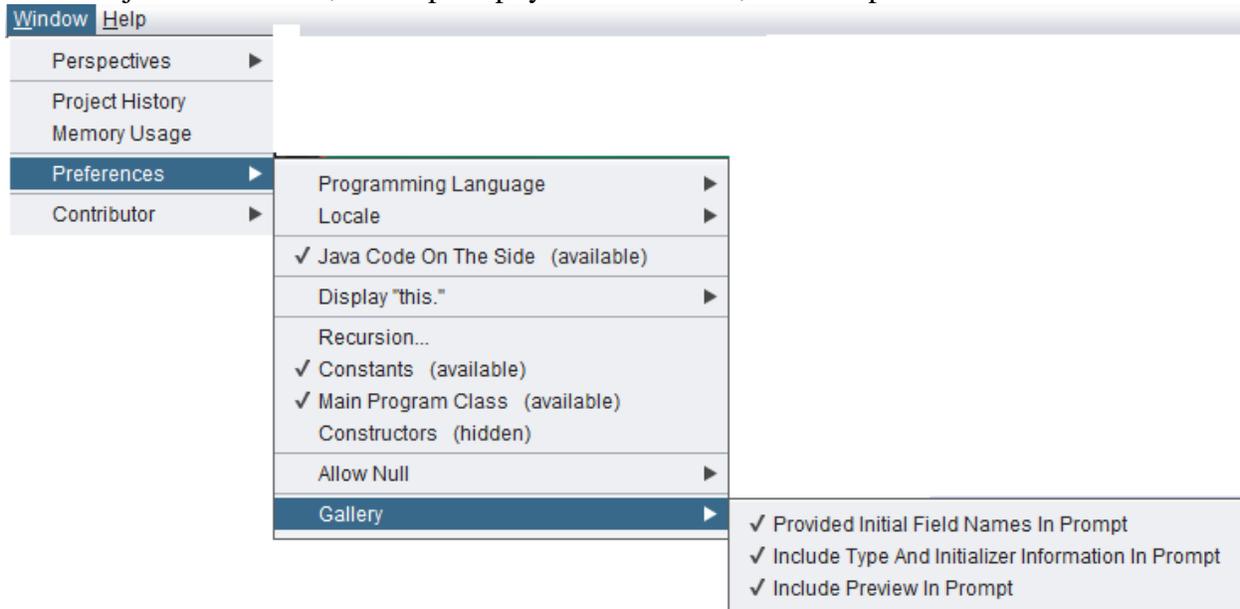


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Gallery

The gallery options are all set by default. It is probably best to leave these as shown. When you add an object to the scene, it will prompt you with a name, such as "panda" as shown below.



Comments

A comment is a way to leave notes for yourself, or other programmers without affecting the way the program works. Good programming style dictates that you start every program with a comment giving your name and the name of the program. Start by dragging the comment tile into the code view, and then type your name and the name of the program.



You should add comments to any part of the code that might not be clear to you or to others.

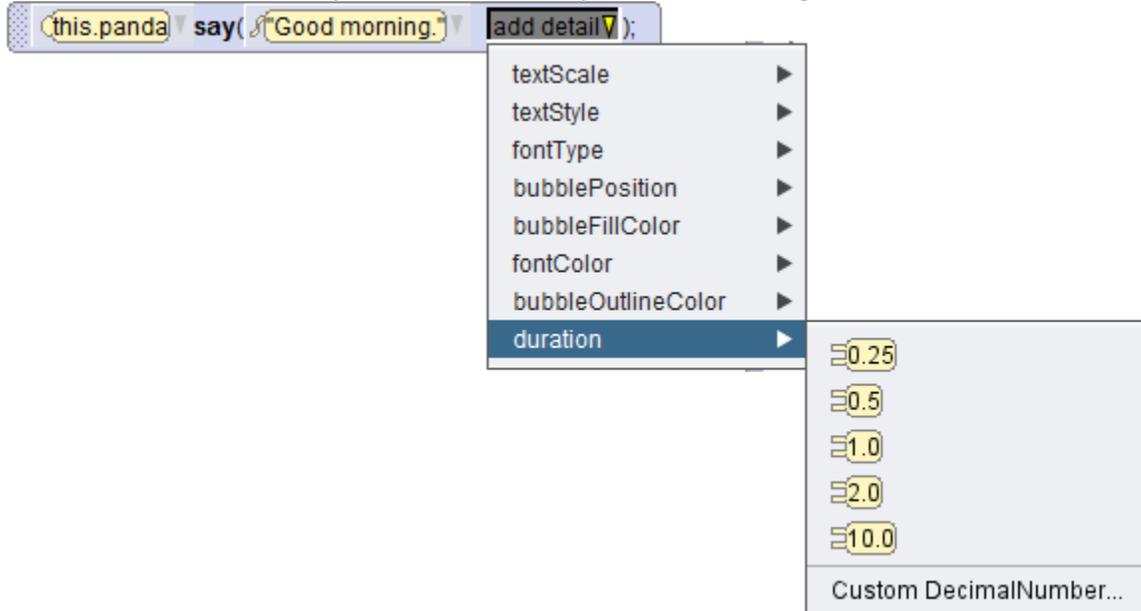


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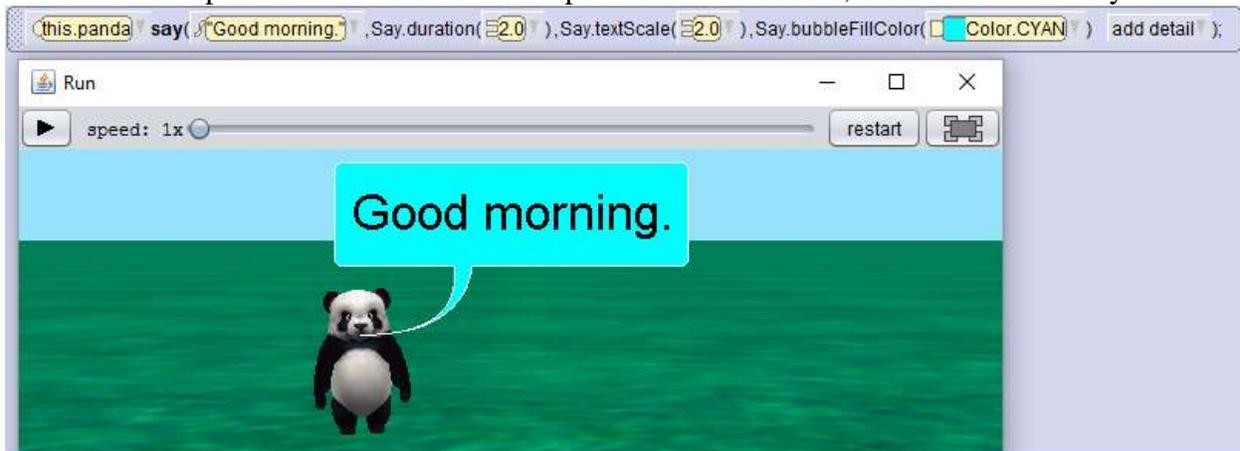
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Parameters

When you have added a statement to your code, you will notice that the words "add detail" appear at the end of the statement. This allows you to add arguments to the statement. Arguments affect how the statement will be executed. The arguments depend on the command. Most of the commands allow you to add a value for the duration. If a character says something and you don't have time to read it when you run the movie, you can add a large value for the duration.



You can also experiment with the color and position of the bubble, the text scale and style.



Don't be afraid to experiment. You learn by doing!

You can always undo if you make a mistake. You can even revert to the last saved version.



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