

Alice Project (Random)

The screenshot shows the Alice programming environment. On the left, a 'world' object is visible with its components: camera, light, 3D Text, and garfield2. The central 3D view shows a character (Garfield) and a large white question mark on a black background. On the right, the 'world's details' panel is open, showing 'properties', 'methods', and 'function' tabs. A variable 'x' is defined with a value of 1, and a 'create new variable' button is present. Below the 3D view, a 'While true' loop script is displayed, containing the following steps:

- world.x set value to random number (integerOnly = true, minimum = 1, maximum = 10)
- 3D Text set text to int world.x as a string
- garfield2 say OK!
- garfield2 roll right x revolutions
- garfield2 turn right x revolutions

Προέκταση: συντονίστε με τον τυχαίο αριθμό πολλαπλούς ήρωες...