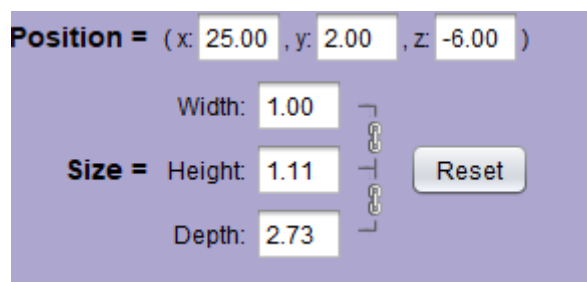


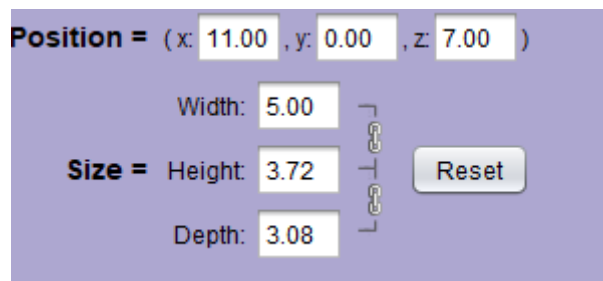
Activity 5 – Invitation to Lunch – Functions

This exercise will guide you step-by-step on how to use functions.
Save your work with the name **Function_name**.

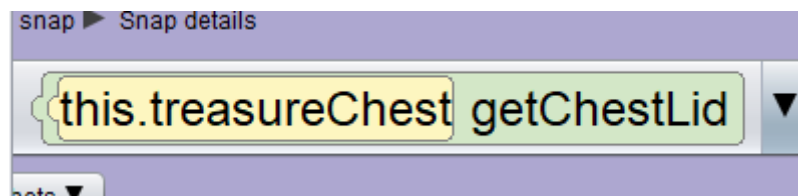
1. Open **Alice 2**.
2. Select the **Lagoon Minimum** template from the **starters** section in the template selection window.
3. Save the project immediately so it is safe and automatic backups can begin.
4. Click the **Setup Scene** button to enter Alice's **Scene Editor**.
5. From the **Ocean** section in the **Browse Gallery by Theme** tab:
 - a. Add the **Shark** by double-clicking and placing it in the center of the seabed.
 - b. Drag the **BlueTang** into the scene and change its coordinates.



- c. Add the **TreasureChest** and change its coordinates.

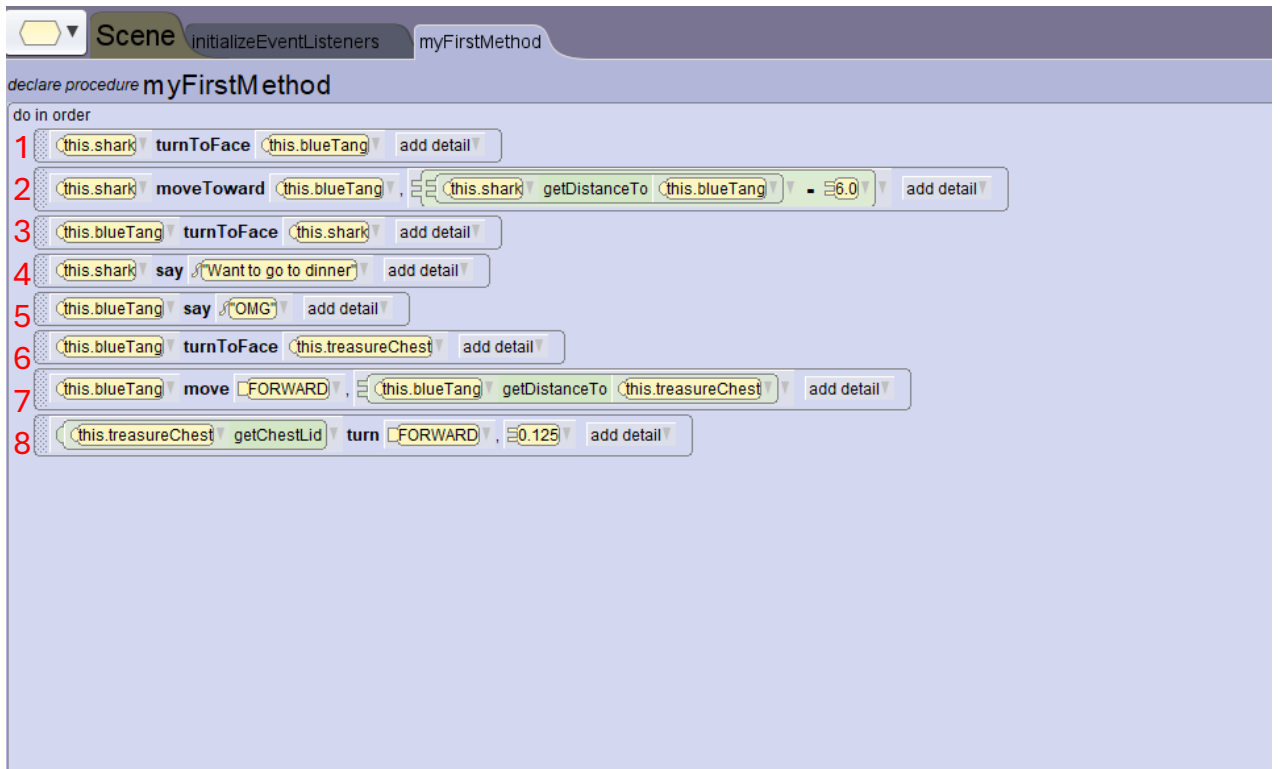


6. Select



From the **one shots**, choose the **turn backward 0.125** procedure.

7. Return to **edit code**.
8. Add the following commands to the **myFirstMethod**.



9. In commands **2** and **7**, add the **getDistanceTo** function.
10. In command **2**, pay attention to how the shark moves.
11. Run your code.
12. Don't forget to **save your work frequently**.