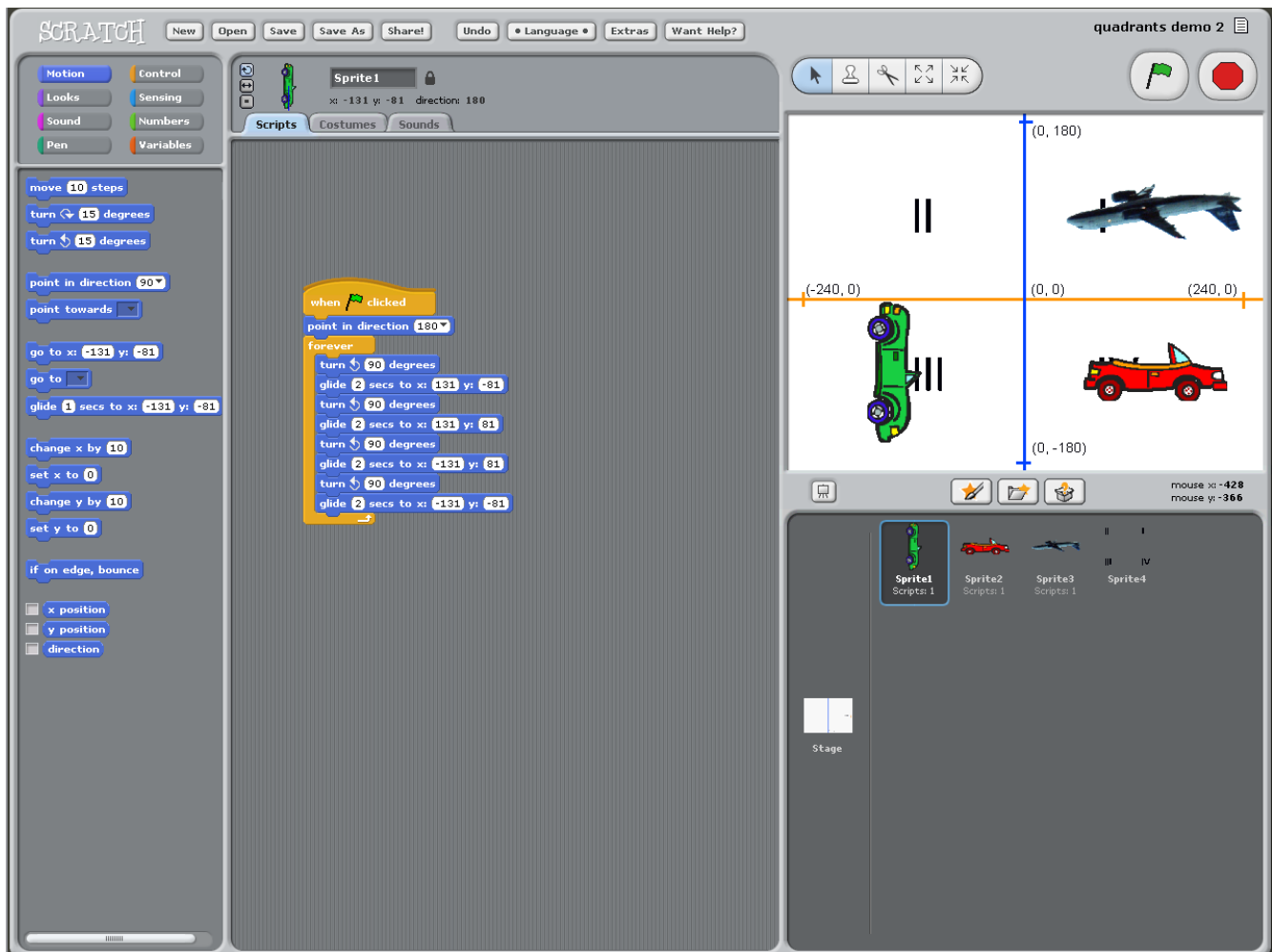


COMPUTER SYSTEMS RESEARCH

Code Writeup of your program, example report form 2008-2009

1. Your name: Paul Im, Period: 3
2. Date of this version of your program: 10/30/08
3. Project title: Computer Science for the Young Mind
4. Describe how your program runs as of this version. Include
 - files that may be needed
 - algorithms, specific procedures or methods you wrote
 - kinds of input your program uses
 - screenshots, what kinds of output does your program have
 - does your program handle errors, or does it crash on errors of input?
 - tests: summarize the basic analysis and testing of this version of your program



This screenshot is of a tutorial Program I wrote for a lesson scheduled for October 23, 2008. In it, the cars and plane rotate 90 degrees to the left and each glide to the next quadrant on the screen. All three sprites follow the same basic movement pattern and are activated when the green flag button is clicked. As part of a lesson on sprite motion and the four quadrants, the program is intended to provide an example of a program that each student is to write, wherein a sprite must glide to each of the four quadrants and turn appropriately before it visits the next one. It was very simple to create and debug, and it shows no response to errors. The lesson mentioned earlier continued into October 30.

5. What do you expect to work on next quarter, in relation to the goal of your project for the year?

In any instance where I'm unable to assist teaching directly via teleconferencing, I expect to write up lesson plans, project rubrics, and program demos for Mr. Allard and the others to use for the kids. If the classes move at a reasonable pace and the students learn enough, I'll know the program is successful.