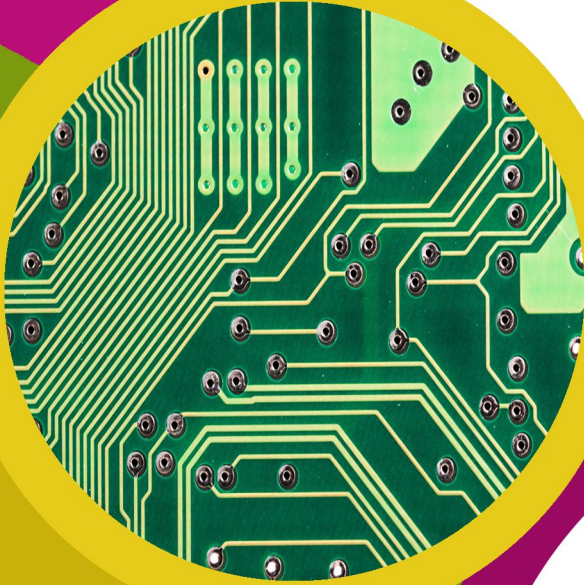


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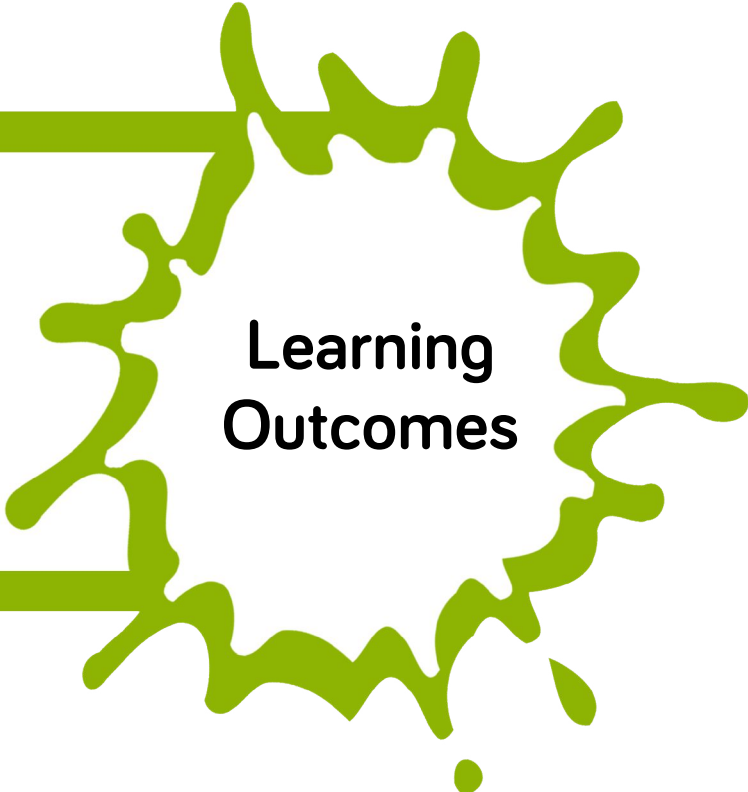
Greenfoot Workbook



Overview

This workshop aims to develop your knowledge of object oriented programming, focusing on the Java-based Greenfoot environment. Through creating a series of games, students will strengthen their understanding of how object oriented programs are structured.

1. Improved understanding of Object-Oriented programming.
2. Greater experience of programming in Greenfoot.



Learning Outcomes

Attendee Prerequisites

1. No previous Greenfoot experience required.
2. Some programming knowledge required.

Following Instructions Drawing Task

Your teacher will guide you through a task where you will be asked to follow their instructions. Use this space to do so:

Identify Class

What Class do these Objects belong to? _____

Apple Mac Pro

Microsoft Surface Pro

Dell Inspiron 15

Lenovo Yoga

Identify Objects

Identify the Objects that belong to the Class MobilePhones.

Motorola G7

PS4

Apple iPhone X

Canon 70D

Huawei P30 Pro

Samsung Galaxy S5

X-Box

Identify Class and Subclasses

Set 1	Set 2
Mobile Phones Satellite Phones Phones Landline Phones	Tablets Laptops Desktops Computers
Class:	Class:
Subclasses:	Subclasses:

Actor and World Objects

Actor	World



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