The goal of this lesson is to write your first program in Alice3. You will learn how to create a scene by selecting a template, then add a character and add and edit code.

As you work in Alice you will switch back and forth between the code view window and the Scene setup window.

Edit Code Window

A. thumbnail of scene

B. object selector list

C. methods panel which includes procedures that perform an action, and

D. Functions that answer a question.

E. The clipboard for copying code

F. The code panel

G. The code tiles that you can drag into the code panel

Setup Scene Window

A. Class hierarchy tree

B. Camera View

C. Run

D. Arrows for positioning camera

E. The Gallery with tabs for finding objects

F. Handle tools for positioning objects

G. Object selector

H. Properties panel

Step 1: Select a template: When Alice starts you must select a template one click one of the other tabs to reopen a project or select a scene that already has objects in position. For this project, select any one of the templates. In the video we selected the swamp.

Step 2: Click on Setup Scene button: When Alice starts you will be in the code view window. Click on the setup scene button to add an object from the gallery.

Step 3: Select an actor: You need to add someone or something to the scene. Select one of the gallery classes such as Bipeds, Quadrupeds, or Flyers. Select any actor you want. In the video we selected the witch.You can either double click or click, then drag to position the object.

Step 4: Name the actor: After you add an object to the scene you must provide a name. You can accept the default by pressing ENTER, or type in a name that meets these criteria:

- The name should start with a lower case letter;
- It cannot have any spaces;
- After the initial letter, you may use more letters, digits and underscore.
- Use a name that you can remember and that is meaningful.

Step 5: Add Code: After you have added an actor go back to the code view window.

Step 6: Add the say command for the actor. After you have added an actor go back to the code view window. Make sure that the actor is selected by clicking on it in the thumbnail of the scene or select it from the object selector list.

In the procedure panel, find the procedure say command tile for your actor:
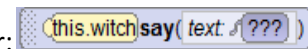
Drag the say tile into the code window. Notice the ??? at the end of the say command. This indicates that you must supply a value for an argument, in this case, what do you want the actor to say? When you release the tile, you will be prompted to enter a value for the argument. You can use the default text "Hello" or select custom text to type in your own greeting.

Step 6: Run your program

Click the RUN button in either window to run your program. Congratulations! You have created your first Alice program.

Step 7: Save your program: From the menu select File, Save. When you installed Alice it added a folder for you projects. You can save it in that folder or select a different folder.