Alternative Assignment

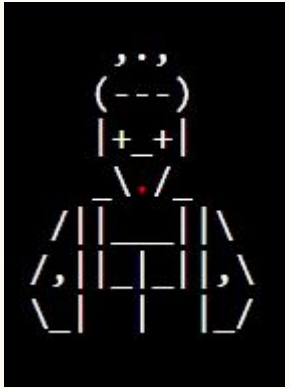
A Simple Text Animation



Learning objectives

By then end of this lesson, you should be able to:

- understand the assignment and how you will be marked
- understand how this assignment allows you to demonstrate all you have learned about Python coding so far
- start working on your assignment!



Simple Text Animation

You assignment is to design and code up a simple text-based animation!

Assignment Details and Marking Rubric here

It'll be your chance to demonstrate the Python skills you've learned so far, including:

- Printing text and symbols
- Colour
- ASCII art! (see below links for some handy ASCII art resources, feel free to look for more!)
    - ASCII Art Archive
    - Text to ASCII



Simple Text Animation

Below is a sample animation done in the style of a movie trailer!

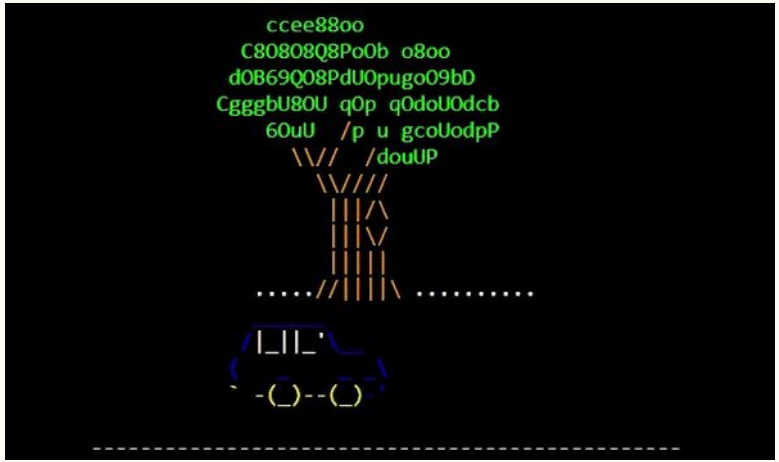


You can check out the code for it here!



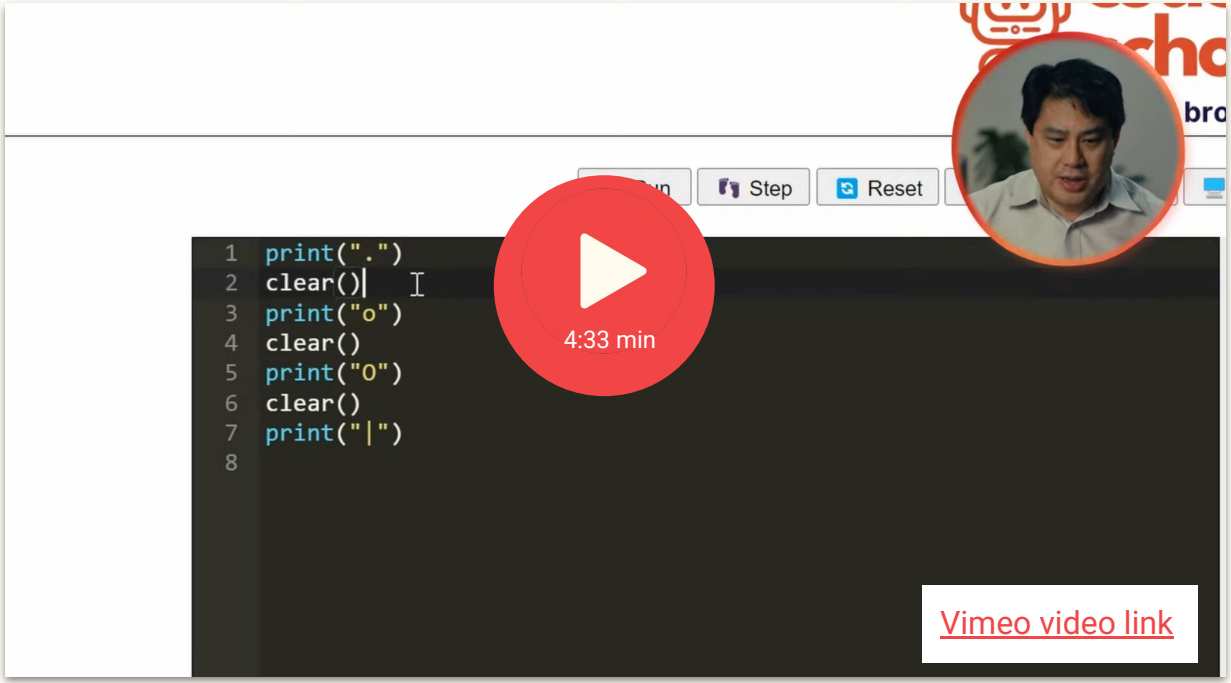
Sample Animation - (From past student work!)

Here is another example of a more storyline driven animation. It was based on a previous student's assignment!



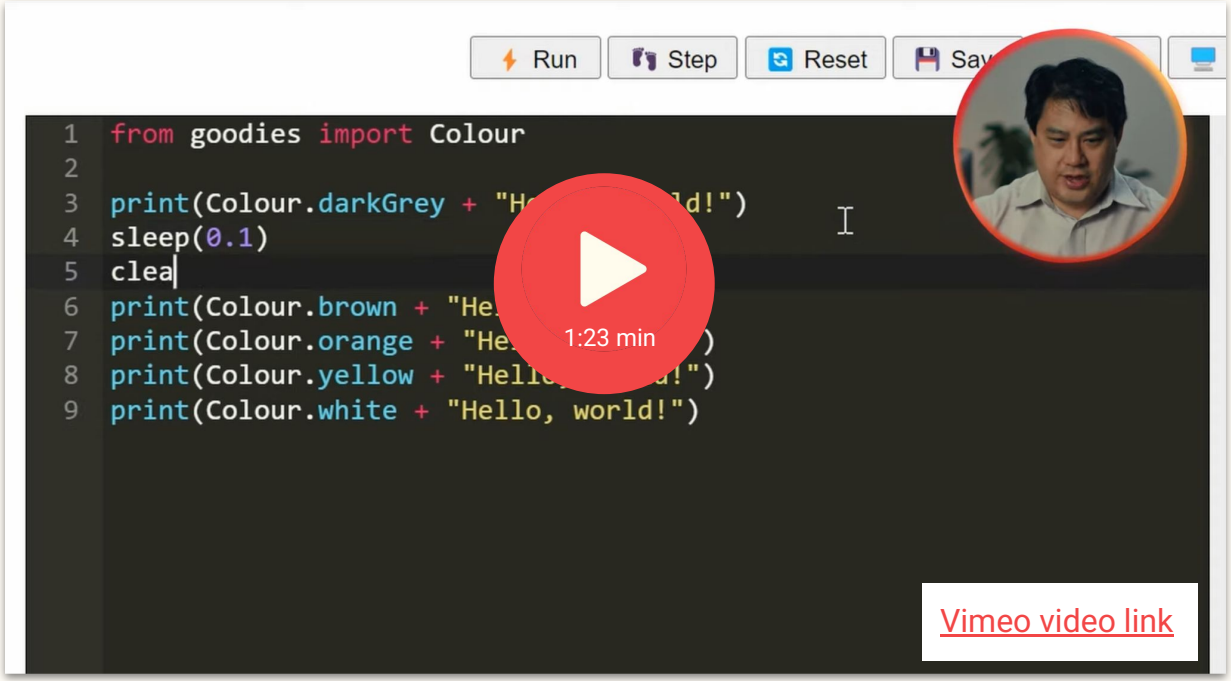
[You can check out the code for it here!]

How To Code a Simple Text Animation



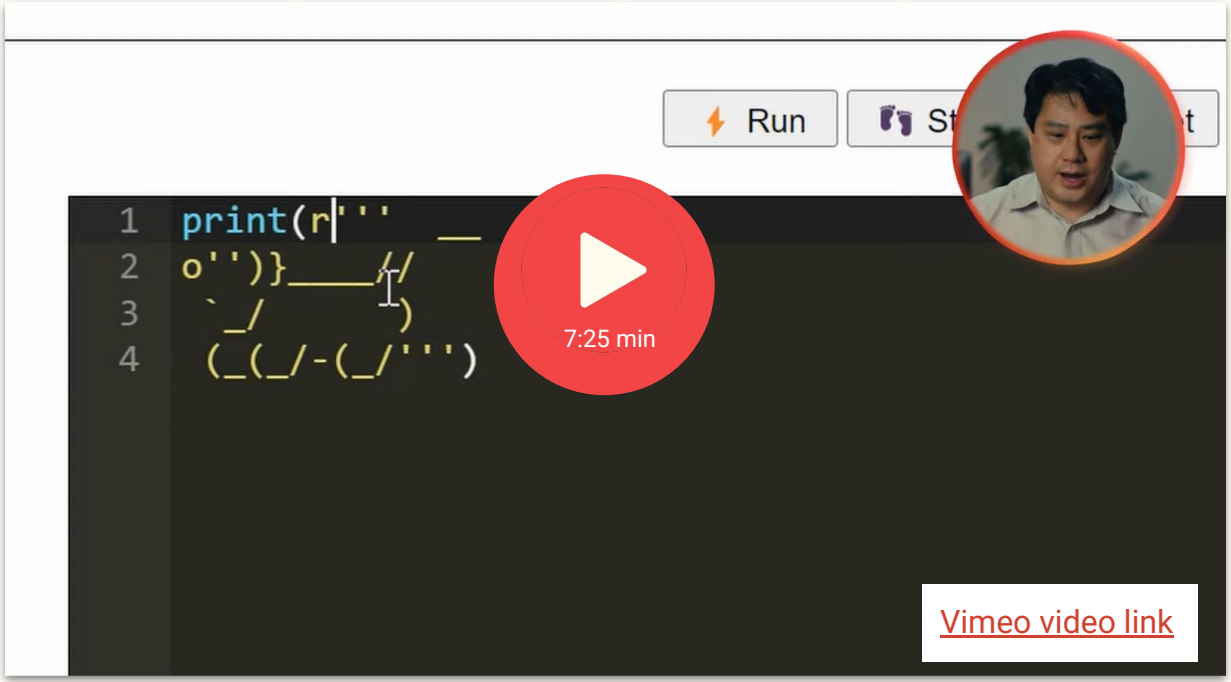
[The starting code is here]

How To Code a Colour Animation



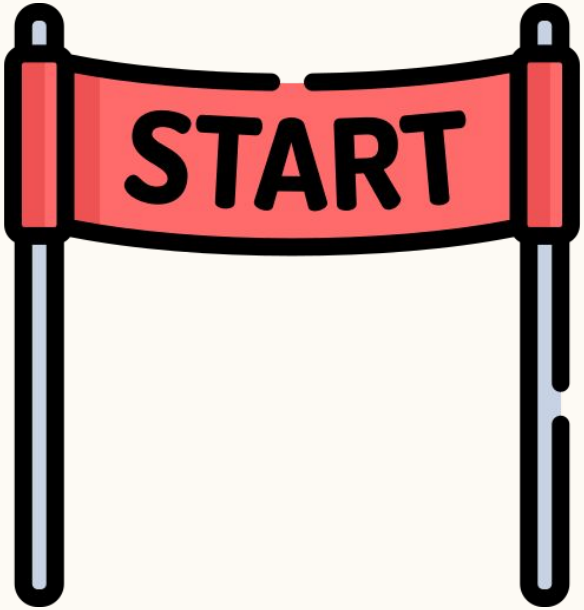
[The starting code is here]

Animating ASCII Art



[Link to ASCII Art Archive]

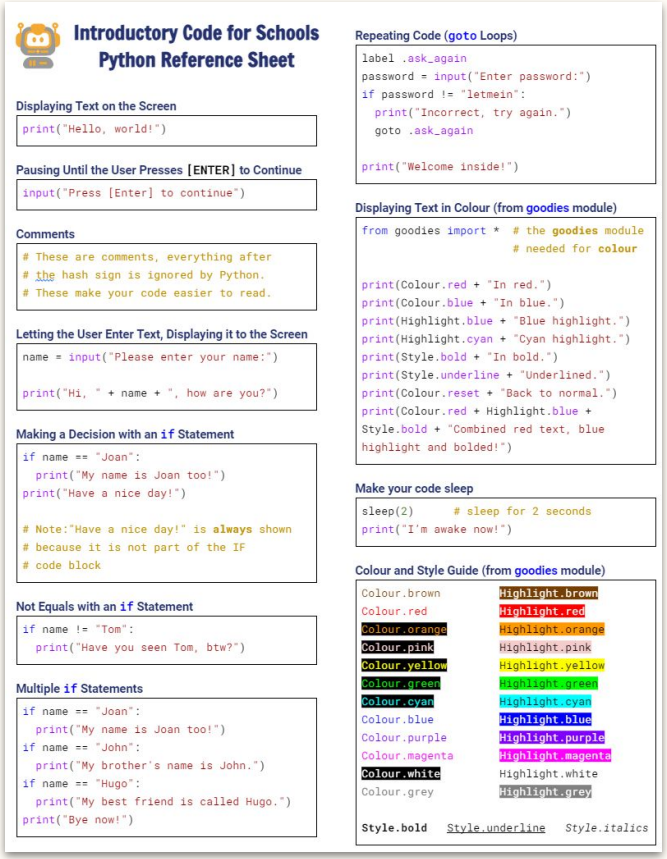
Sample Code to get you started



Sample Code to help you start

You can delete the code from the editor if you don’t need it!

Python Reference Sheet



Introductory Code for Schools
Python Reference Sheet

Displaying Text on the Screen

```
print("Hello, world!")
```

Pausing Until the User Presses [ENTER] to Continue

```
input("Press [Enter] to continue")
```

Comments

```
# These are comments, everything after
# the hash sign is ignored by Python.
# These make your code easier to read.
```

Letting the User Enter Text, Displaying it to the Screen

```
name = input("Please enter your name:")

print("Hi, " + name + ", how are you?")
```

Making a Decision with an `if` Statement

```
if name == "Joan":
  print("My name is Joan too!")
print("Have a nice day!")

# Note:"Have a nice day!" is always shown
# because it is not part of the IF
# code block
```

Not Equals with an `if` Statement

```
if name != "Tom":
  print("Have you seen Tom, btw?")
```

Multiple `if` Statements

```
if name == "Joan":
  print("My name is Joan too!")
if name == "John":
  print("My brother's name is John.")
if name == "Hugo":
  print("My best friend is called Hugo.")
print("Bye now!")
```

Repeating Code (`goto` Loops)

```
label .ask_again
password = input("Enter password:")
if password != "letmein":
  print("Incorrect, try again.")
  goto .ask_again

print("Welcome inside!")
```

Displaying Text in Colour (from goodies module)

```
from goodies import *  # the goodies module
                       # needed for colour

print(Colour.red + "In red.")
print(Colour.blue + "In blue.")
print(Highlight.blue + "Blue highlight.")
print(Highlight.cyan + "Cyan highlight.")
print(Style.bold + "In bold.")
print(Style.underline + "Underlined.")
print(Colour.reset + "Back to normal.")
print(Colour.red + Highlight.blue +
Style.bold + "Combined red text, blue
highlight and bolded!")
```

Make your code sleep

```
sleep(2)      # sleep for 2 seconds
print("I'm awake now!")
```

Colour and Style Guide (from goodies module)

Colour.brown	Highlight.brown
Colour.red	Highlight.red
Colour.orange	Highlight.orange
Colour.pink	Highlight.pink
Colour.yellow	Highlight.yellow
Colour.green	Highlight.green
Colour.cyan	Highlight.cyan
Colour.blue	Highlight.blue
Colour.purple	Highlight.purple
Colour.magenta	Highlight.magenta
Colour.white	Highlight.white
Colour.grey	Highlight.grey

Style.bold Style.underline *Style.italics*

Python Reference Sheet

- Print it out, keep it handy and use it!
- Get it here

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