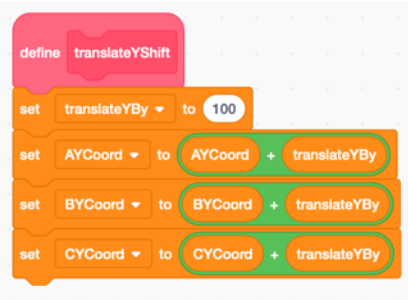
Algebra

Activity 12 Assessment

Using Code to Perform Transformations

Using Code to Perform Transformations			

Executes code that is provided and interprets results
 	
When I click on the green flag, the *Plotting Triangles* application draws a blue triangle on a coordinate plane.
	Reads and interprets pseudocode, completing or altering as needed
	
	originalPoints subprogram
	`subprogram originalPoints`
	`  AXCoord = 0`
	`  AYCoord = 0`
	`  BXCoord = 50`
	`  BYCoord = 50`
	`  CXCoord = 50`
	`  CYCoord = 0`
	
	This subprogram identifies the coordinates of the vertices. It is called up in the main program so the sprite knows what points to move to.
		Reads and interprets code for translations, completing or altering as needed
		
		How did you write a subprogram that would translate the triangle vertically?
		
		This subprogram shifts the triangle 100 units to the right. To move it 100 units to the left, I would change the **100** to **–100** in this subprogram.
			Writes and debugs code to perform translations on the coordinate plane
			
			 
			
			I used the same blocks as the subprogram to translate horizontally but I made a new variable **translateYBy** and changed the *y*-coordinates instead of the *x*-coordinates.

Observations/Documentation			

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