Classes and Sequences: Making Life Easier

Iterating and lists
- Example: print names of selected objects
- Example: Place a sphere at every vertex of a poly sphere model
- Challenge: Bomb it!
- Example: Adding noise to each vertex of a model (the nz list thing with for-loop is confusing)
- Challenge: Do the same thing with a sine wave (make your model wavy) (too hard!)

Tuples
- these are like fixed lists (cannot be changed after creation)
- string substitution example: print ( "%d %s = %.2f %s"%(1,"six",0.5,"dozen") )

Sets
- Example: Alternative to bombing -- integer scattering (using a set)
- review lists vs tuples vs sets

Intro to Classes and Objects
- Classes have: variables + functions
- An Object is an instance of a class
- Just like: Chipotle burritos, and Word Templates
- Go over bouncing ball example class

Assignment
- No programming, just lots of reading: Think Python 10,15,16

Preview: multiple bouncing balls