

Lab 1: Welcome to Lab (No Submission)

Instructions:

This worksheet (and many others) serves as a guide and set of instructions to complete lab 1. All material was sourced from the CS10 version of The Beauty and Joy of Computing course.

- **There is NO submission required for this lab.**
- [Here is the workbook](#) that you can read through for further context and additional (non-required) material.

Objectives:

In this lab, you will explore abstraction and sequential programming through Snap! By the end of the lab, you will:

- Introduced to Pair Programming
- Familiarize yourself with the Snap! interface
- Make a Snap! account to save and load projects
- Learn to use the mouse to move sprites around the screen.
- Make a Kaleidoscope

For this lab it is highly recommended you go through the [workbook](#). It presents a step by step guide on getting started on Snap!

Required Sections:

Introduction to Snap!

- Objective:
 - Run Snap! and create a Snap! account on your device
 - Investigate Snap!'s user interface. Explore and identify different portions of the program.
 - Create programs that allows the user to control and move your sprite around the stage

[Make a Kaleidoscope](#)

- Objective:
 - Explore [this drawing program](#) and identify effects of the script on each of the sprites
 - Create edits to create a script that will follow your cursor and make reflective and symmetric drawings like a kaleidoscope. (See Below)



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- Look at the steps and tips found on this [workbook page](#)!