

Ectropic Design Navigator [Close]

File Edit Critique Help

Clock system from Squeak: OODMA by Mark Guzdial

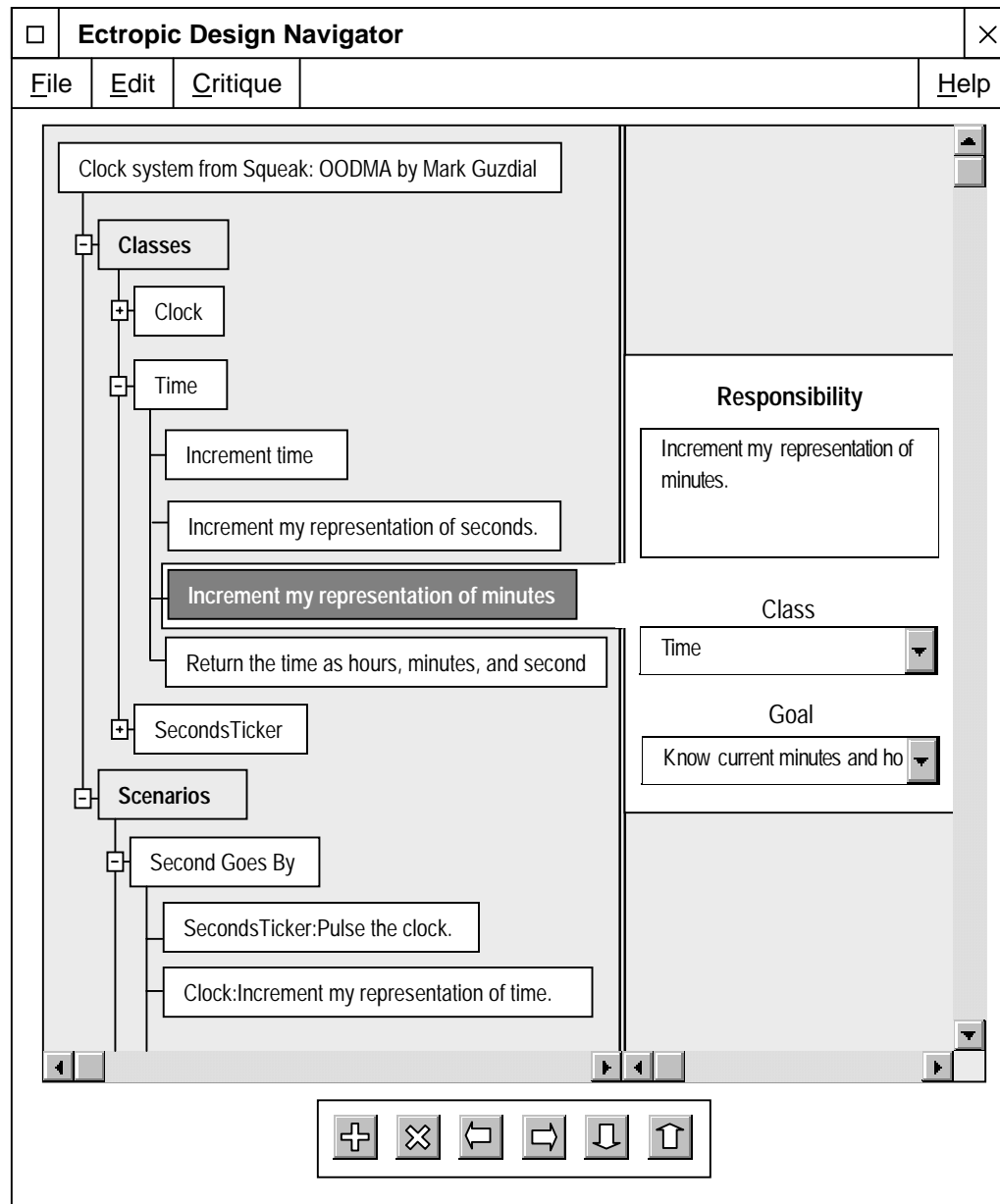
- Classes
 - Clock
 - Time**
 - Increment time
 - Increment my representation of seconds.
 - Increment my representation of minutes
 - Return the time as hours, minutes, and second
 - SecondsTicker
- Scenarios
 - Second Goes By
 - SecondsTicker:Pulse the clock.
 - Time:Increment my representation of time.

Class

Collaborators

- Increment time
- Increment my representation of seconds.
- Increment my representation of minutes
- Return the time as hours, minutes, and second

[Navigation icons: +, X, Left Arrow, Right Arrow, Up Arrow, Down Arrow]



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 - SecondsTicker:Pulse the clock.
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 - Clock Displays Time
 - Clock:Get the time
 - Time:Return the time as hours, minutes, and seco

Scenario

Second Goes By

Description

A second goes by and the time is updated accordingly

Navigation icons: +, ×, ←, →, ↶, ↷

The image shows a software window titled "Ectropic Design Navigator" with a menu bar containing "File", "Edit", "Critique", and "Help". The main workspace is divided into two panes. The left pane displays a hierarchical tree structure under the heading "Clock system from Squeak: OODMA by Mark Guzdial". It has two main categories: "Classes" and "Scenarios". Under "Classes", there are three items: "Clock", "Time", and "SecondsTicker". Under "Scenarios", there are two items: "Second Goes By" (which is highlighted in a darker grey) and "Clock Displays Time". The "Second Goes By" scenario is expanded to show three sub-items: "SecondsTicker:Pulse the clock.", "Time:Increment my representation of seconds", and "Time:Increment my representation of minutes". The "Clock Displays Time" scenario is expanded to show two sub-items: "Clock:Get the time" and "Time:Return the time as hours, minutes, and seco". The right pane is titled "Scenario" and contains a text box with the text "Second Goes By" and a "Description" box with the text "A second goes by and the time is updated accordingly". At the bottom of the window, there is a toolbar with six icons: a plus sign, a close sign (X), a left arrow, a right arrow, a refresh sign, and an up arrow.

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 - Second Goes By
 - SecondsTicker:Pulse the clock.
 - Time:Increment my representation of seconds
 - Time:Increment my representation of minutes**
 - Clock Displays Time
 - Clock:Get the time
 - Time:Return the time as hours, minutes, and seco

Episode

Class

Time

Responsibility

Increment my representation

Navigation icons: +, ×, ←, →, ↶, ↷

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Clock system from Squeak: OODMA by Mark Guzdial

- Classes
 - Clock
 - Time
 - SecondsTicker
- Scenarios
 - Second Goes By
 - Clock Displays Time
- Goals
 - Know time
 - Know current seconds
 - Know current minutes and hours
 - Display Time

Goal

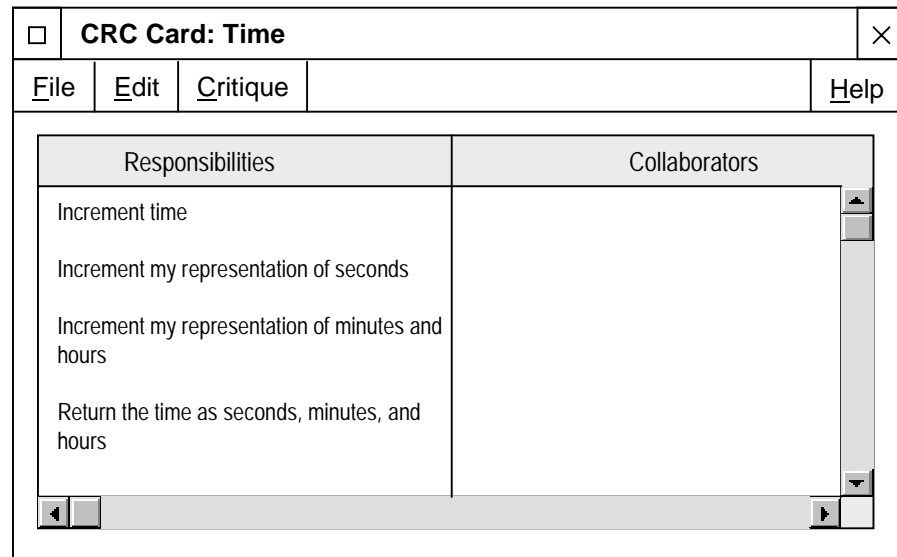
Know time

Description

The system always needs to know what time it is.

Navigation icons: +, ×, ←, →, ↶, ↷





CRC Card: Time			×	
File	Edit	Tools	Search	Help
Responsibilities	Collaborators	Methods		
Increment time		INCREMENT-TIM		
Increment my representation of se		INCREMENT-SE		
Increment my representation of m		INCREMENT-MI		
Return the time as hours, minutes,		RETURN-TIME		

□ **CRC Card: Time** ×

File Edit Tools Search Help

Responsibilities	Collaborators	Methods
Increment my representation of		INCREMENT-MI
Return the time as hours, minutes,		RETURN-TIME

```

TO INCREMENT-MINUTES :TIME

  MOVERIGHT -1 * :NUMBER * :SIZE ; Move to lower left corner of grid.
  PENUP
  RIGHT 30 BACK :NUMBER * :SIZE LEFT 30
  PENDOWN

  FOR [HORIZONTAL 1 [2*:NUMBER]] ~
  [FOR [VERTICAL 1 [2*:NUMBER]] ~
  [
    RUN (SENTENCE :ROSETTE :SIZE) ; Draw the "rosette pattern".
    PENUP
    RIGHT 30 FORWARD :SIZE LEFT 30 ; Move up to next row.
    PENDOWN
  ]

  PENUP
  RIGHT 30 BACK 2 * :NUMBER * :SIZE LEFT 30 ; Move to bottom row.
  
```