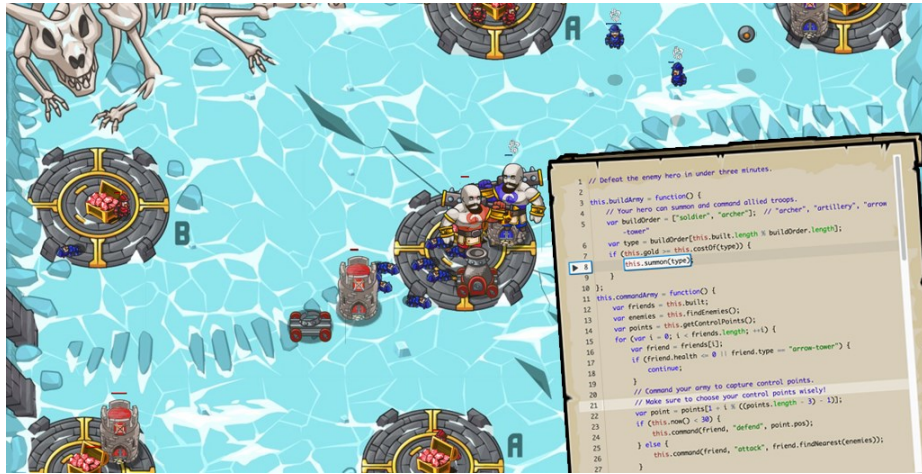


Program for Kids

CODE COMBAT

Monday, October 22nd
3:00 - 4:00 PM



```
1 // Defeat the enemy hero in under three minutes.
2
3 this.buildArmy = function() {
4   // Your hero can summon and command allied troops.
5   var buildOrder = ["soldier", "archer"]; // "archer", "artillery", "arrow
6   var type = buildOrder[this.built.length % buildOrder.length];
7   if (this.gold >= this.costOf(type)) {
8     this.summon(type);
9   }
10 }
11 this.commandArmy = function() {
12   var friends = this.built;
13   var enemies = this.findEnemies();
14   var points = this.getControlPoints();
15   for (var i = 0; i < friends.length; i++) {
16     var friend = friends[i];
17     if (friend.health == 0 || friend.type == "arrow-tower") {
18       continue;
19     }
20     // Command your army to capture control points.
21     // Make sure to choose your control points wisely!
22     var point = points[i % (points.length - 3) - 1];
23     if (this.noOf < 30) {
24       this.command(friend, "defend", point.pos);
25     } else {
26       this.command(friend, "attack", friend.findNearest(enemies));
27     }
28   }
29 }
30
```

Learn how to code in Python while playing a game! This class will cover beginning computer science concepts, such as syntax, arguments, and loops.

Ages 8-12

Register today at the Reference Desk or e-mail: pgrimm@anaheim.net.



Canyon Hills Library
400 Scout Trail
Anaheim, CA 92807
www.anaheim.net/library

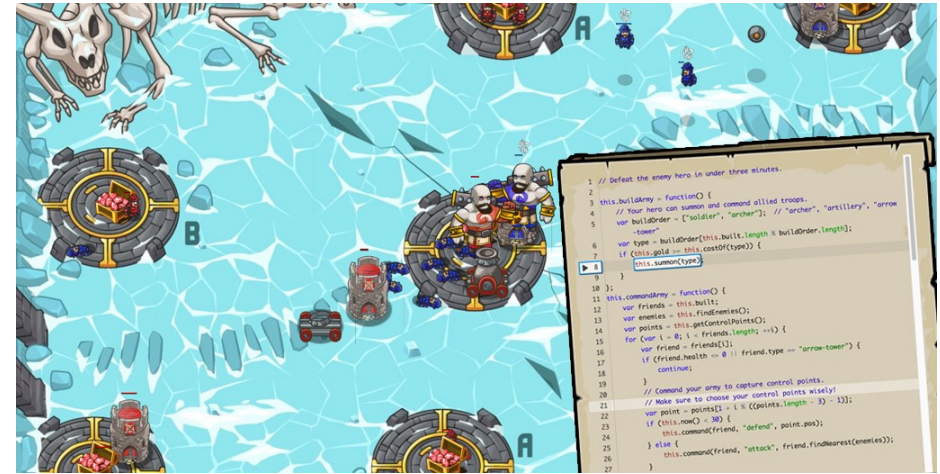
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