



Chapter 6

Interact With Minecraft

Main takeaways of this chapter

- ★ Minecraft Pi is a specific version of the game, created to learn Python on Raspberry Pi. On Bullseye, it's no longer pre-installed for you, use "Minecraft Pi Reborn" instead.
- ★ There is a Minecraft module you can use to interact with the game in Python.
- ★ Main functions:
 - Chat: *postToChat()*
 - Position: *getPos()* and *setPos()*
 - Change blocks: *setBlock()* and *setBlocks()*
- ★ I kept things simple before this chapter. This chapter introduces new concepts about class and object that might be important to understand when working on bigger projects.
- ★ Example:
 - Let's say "school" is a class with several functions and objects inside.
 - We can have "teacher" and "student" as object of this class.
 - And each of them can have functions associated with: *student.getAverage()*, *teacher.displayName()*, etc.

Action steps

- ☐ Reread the paragraph "We need to talk". Take a few hours break.
- ☐ Reread it again.
- ☐ What is a class? a module? an object? a function?
- ☐ Install Minecraft Pi "Reborn" and do the exercise given in the book.
- ☐ Take each element of your code and say what it is (module, class, object, variable, parameter, etc.)