



## 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.
- ★ 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?
- Do the exercise given in the book.
- Take each element of your code and say what it is (module, class, object, variable, parameter, etc.)