Create a world and save it as “helicopter”. Put into the world a helicopter (Vehicles folder), airport (Buildings), and a control tower (Buildings). Create a *circleTower* method for the helicopter that makes the helicopter fly toward the control tower and then around it. In *world.myFirstMethod*, send the *circleTower* message twice to the helicopter, and then make the helicopter land on the airport landing strip. Once you get this to work, change the program so that the *circleTower* method has a parameter for the number of times the helicopter is to circle the tower. Then have *myFirstMethod* call *circleTower* using a value of 2. Turn this last version in on the shared drive by Wednesday, September 9.

Hints: To circle an object, ***turn*** in a direction ***as seen by*** that object. Be sure to make the circling object appear to be moving forward, not sideways. To move an object to a particular spot, it’s helpful to use either dummy objects or objects that you place somewhere and then make invisible.