1. What does the world window show?
   a. the world you are building
   b. a picture of earth
   c. the world according to Alice
   d. the world according to Garp

2. What is the object tree?
   a. is lists all objects in your world
   b. it lists all tree like objects
   c. it is a tree that grows objects
   d. it is actually a bush

3. What is the details area?
   a. provides more information about the world or an object within the world
   b. provides more objects to create information for within the world
   c. provides details about an area within your world
   d. provides absolutely no useful information

4. What is the editors area?
   a. allows you to make your objects do things like spin and turn
   b. allows you to write a paper
   c. allows you to meet writers from your world
   d. allows you to make things

5. What is the events area?
   a. allows you to tell alice when to make objects do certain things
   b. the place where the action is!
   c. where all the games are played
   d. place where alice coordinates your world

6. How do you create a new method?
   a. click on object to manipulate then drag chosen methods from details area over to editors area
   b. click on new method on any object and write something in the editors area
   c. click on the properties tab of any object and create a new method
   d. click on the display tab and watch TV

7. How do you add an object to the world?
   a. click on the button “add object” in the world window and choose your object
   b. click on file and “add object”
   c. click on edit and “add object”
   d. click on button “add object” in the editors area and choose your object