Alice Programming Assessment: *Parameters*

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**Challenge Overview**

- This assessment is designed to cover parameters in Alice. *This assessment should take about 10-15 Minutes.*
- Before attempting this challenge please complete the “**Kangaroo Visits Friends: Making Methods More Flexible with Parameters**” tutorial

**Starter World**

- Open the *parameterChallenge.a2w* world.
- You will see that there are already objects and methods written.
- If you press play and click on any of the objects in the world, the bunny will move to the carrot and eat it

**Goal**

- The goal of the world is to have the bunny move to any of the objects in world once they are clicked on
  - If the object is healthy he will eat it
  - If it isn’t then he will not eat it
- Your job is to fix the world so that it works!
Methods

• There are only two methods in this world!
  – My first method
  – Bunny.eat

• Your changes will be made in \textit{bunny.eat}
  – Find \textit{bunny.eat} in the bunny’s methods tab

• There are comments in the method to help!

Fixing \textit{bunny.eat}

• First
  – Update the method so that instead of the bunny only visiting the carrot he is able to visit any of the objects

Fixing \textit{bunny.eat}

• Next
  – Change the on click event so that \textit{bunny.eat} runs when a treat is clicked on

Fixing \textit{bunny.eat}

• Last
  – Make sure the bunny does not eat ANY of the cookies!!
  – Right now he will still eat cookie2 and cookie3!

PLAY YOUR WORLD - If in your world you are able to visit all objects and the bunny only eats the fruits and vegetables YOU HAVE COMPLETED THE CHALLENGE!!
GREAT JOB!!