Alice Programming Assessment: Parameters

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Challenge Overview

• This assessment is designed to cover parameters in Alice. This assessment should take about 20-25 Minutes.
• Before attempting this challenge please complete the “Kangaroo Visits Friends: Making Methods More Flexible with Parameters” or another 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
• You 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 bunny.eat
  – Find bunny.eat in the bunny’s methods tab

• There are comments in the method to help!

Fixing 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 bunny.eat

• Next
  – Change the on click event so that bunny.eat executes when a treat is clicked on

Fixing bunny.eat

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