Alice Programming Assessment

Topic: **Parameters**

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This is a multiple-choice assessment designed to cover an advanced topic in Alice.

For preparation, students should complete the “**Kangaroo Visits Friends: Making Methods More Flexible with Parameters**” tutorial before attempting this quiz.
1. Which correctly describes what a **PARAMETER** is?

   a. Piece of information that a method/function needs to execute correctly (Example: Giving Alice a distance when using the “move” method)

   b. Three-dimensional shape such as a person, animal, piece of furniture, building or anything else put in an Alice world

   c. Placeholder for values that can change while a method executes. They are used to store information in a method that will be used later in the method.

   d. Something that tells the world or objects when to carry out methods

2. For which scenario would you need a parameter?

   a. You want one of your characters to perform a different action for every character they walk up to in your world.

   b. You want to create a list of friends in the world

   c. You want to store the color of an object to use later in your world

   d. You want to find out the height of one of the objects in your world

3. Which event correctly uses the parameter in the **bunny.greet** method to have the bunny greet the object that is clicked on?

   a. 

   b. 

   c. 

   d. 

   ![Event A] 

   ![Event B] 

   ![Event C] 

   ![Event D]
4. Which of these is a **STRING** parameter?

- a. `bunny.greet [Obj] friend`
- b. `bunny.greet [Y] friend`
- c. `bunny.greet [Number] friend`
- d. `bunny.greet [Number] friend`

5. Which of these **DOES NOT** have a section that can be replaced by this parameter:

- a. `bunny move up 10 meters more...`
- b. `bunny move amount = 0.25 meters toward target = camera more...`
- c. `bunny say Hello more...`
- d. `if (bunny is within 1 meter of ground) (Do Nothing) Else (Do Nothing)`