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 – **THIS IS AN OBJECT**

   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.

      – **THIS IS A VARIABLE**

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

      – **THIS IS AN EVENT**

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.

      *A parameter would allow you to take in a different object each time a character walks up to them. That parameter would help determine which action to perform. See “Kangaroo Visits Friends Tutorial”*

   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. ![Image](image1.png)

   b. ![Image](image2.png)

   c. ![Image](image3.png)
This event sends the object you click on to the `bunny.greet` method by using a parameter. The program detects which object was clicked on by using this event set up.

4. Which of these is a **STRING** parameter?

   a. `bunny.greet (obj friend)`

   b. `bunny.greet (TP friend)`

   c. `bunny.greet (sp friend)`

   *ABC” mean string or words. If you see the next to a parameter or variable you know it is a string.*

   d. `bunny.greet (123 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...`

   *The parameter is a number. The “say” method only accepts strings.*
If bunny is within 1 meter of ground

Do Nothing

Else

Do Nothing