## Jeroo Basics

## Section 5.1

- 1. In which directions can a jeroo move?
- 2. In what increment can a jeroo turn?
- 3. What plant life grows on Santong island?
- 4. What did Brian do to interrupt the life of the jeroos on the island?
- 5. How can a jeroo disable a net?
- 6. How many jeroos does the jeroo simulator allow a programmer to create?
- 7. How many rows and how many columns are in the simulator grid?
- 8. Are the coordinates of a cell given in the order (row, column) or (column, row)?
- 9. What ordered pair represents the specific cells listed below?
  - cell A
  - cell B
  - cell C
  - cell D
  - cell E
  - cell F

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## Section 5.2

10. What is a program?

11.	Both Java and Jeroo use a two-step approach to translating into machine language. First a											
	translates the source code into an intermediate language. Second, an											
	translates the intermediate language into executable instructions. In the case of Java, this intermediate											
	language is called, and the interpreter is called the											
12.	An is a plan for solving a problem.											
13.	Is Java case-sensitive?											
14.	is a set of rules for writing or speaking a language.											
15.	refers to the meaning of words.											
16.	What is the only kind of object that the Jeroo programming language supports?											
17.	List three attributes of a Jeroo object.											
18.	A is an action that an object can take or a task that it can perform in response to a request											
	from an external source.											
19.	A is a collection of statements that are written in some programming language to describe a											
	specific behavior.											
20.	A for a method is something that is assumed to be true before the method is called or invoked.											
21.	A for a method is something that is assumed to be true after the method is called or invoked.											
22.	A is a collection of statements that are written in some programming language to describe											
	both the attributes and behaviors of an object.											
23.	The process of creating a specific object is called											
24.	What are the two types of classes that most object-oriented languages support?											
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۷۵.	What is the maximum number of Jeroo's that can be instantiated using the Jeroo class?											