

# Jerroo Methods

## Section 9.1 Creating Methods

1. What is a method?
2. List the two steps needed to create a method
  - 1)
  - 2)
3. How is a Jerroo method different from the main method?
4. Complete the method `plantThree` below which instructs a Jerroo to plant a flower in the 3 spaces directly in front of it.

```
// plants a flower in first three locations directly in front of the Jerroo.
method plantThree()
{

}

}
```
5. Create a method named **`pickAndPlant`** that instructs a Jerroo to pick a flower from its current location then moves ahead one space and plants the flower.
6. A Jerroo named `joe` has been created in the main method below. Send a message to `joe` asking him to perform the pick and plant behavior defined above.

```
method main()
{
    Jerroo joe = new Jerroo();

}
```




## Section 9.2 Conditions

7. What is a precondition?

8. What is a postcondition?

9. Assume there is a Jeroo facing east and there is a flower directly in front of him and a net on the opposite side of the flower. Refer to the figure below:

Jeroo   
Flower   
Net 

	0	1	2	3	4
0					
1					
2					
3					
4					

The method **disableNet** below picks the flower in front of the Jeroo, tosses it on the net and advances one spot pasted the nets position.

```
method disableNet()  
{  
    hop();  
    pick();  
    toss();  
    hop(2);  
}
```

Using the guidelines discussed in the notes write the precondition and postcondition for the method in the space provided below.

```
// precondition:  
//  
//  
// postcondition:  
//  
//
```