Jeroo Test 2

1.	Ais an application that translates source code into an intermediate language.
	a. method
	b. compiler
	c. Jeroo
	d. program
2.	A set of rules for writing or speaking a language is called
	a. syntax
	b. semantics
	c. algorithm
	d. method
3.	A is a collection of statements that are written in some programming language
	to describe a specific behavior.
	a. instantiation
	b. algorithmc. semantics
	d. method
	d. Hethod
4.	The process of creating a specific object is called
	a. instantiation
	b. behavior
	c. method invocation
	d. interpretation
5.	Complete the method pickAndToss below which instructs a Jeroo to pick up a flower that is directly in front of it and tosses it through a net that is on the other side of the flower. // picks a flower and tosses it through a net that is positioned on the // other side of the flower method pickAndToss() {
	}
	j
6.	A Jeroo named sam has been instantiated in the main method below. Send a message to san asking him to perform the pick and toss behavior defined above.
	method main()
	{
	Jeroo sam = new Jeroo();
	}

7.	Assume there is a Jeroo named lisa. Write a series of statements that will instruct her to move 3 spaces directly in front of her then turn around.
8.	Assume there is a Jeroo named lisa who is on the western shore of an island facing east. Write a while loop that will allow her to travel across the island one hop at a time until she encounters a net directly in front of her.
9.	Assume there is a Jeroo named lisa. Write an if/else statement that will allow her to determine if there is a flower directly in front of her. If there is a flower in front of her she needs to pick it up, otherwise she needs to turn around and hop 5 spaces in the opposite direction.
10.	Assume there is a Jeroo named lisa. Write an if statement that will allow her to determine if there is a net to her left and to her right. If this condition is true she needs to hop forward one space.