Jeroo Test 1

1. Write a line of code that will instantiate(create) a Jeroo named bob with the following state:
   Location: row 2, column 3
   Direction: South
   Number of Flowers: 50

2. Write a Jeroo method named **turnAround** that instructs a Jeroo to turn around and face the opposite direction.

3. The main method below has instantiated a Jeroo named bill. Send bill a message asking him to perform the **turnAround** behavior defined in question 2. Assume **turnAround** works as specified.

```
method main()
{
    Jeroo bill = new Jeroo();


    _____

}
```

4. Assume there is a Jeroo named bill. There is a row of 10 flowers directly in front of him. Write a while loop that will allow him to pick each of the flowers in the row then stop when the task is complete.

5. Assume there is a Jeroo named kim. Write an if/else statement that checks to see if there is water directly in front of her. If there is water in front of her she should turn around and face the opposite direction, otherwise she should hop forward one space. You can use the **turnAround** method defined in question 2 in your implementation.

6. Assume there is a Jeroo named kim. Write an if statement that determines if kim has a flower in her pouch **and** there is a net directly in front of her. If this condition is true kim needs to toss a flower on to the net to disable it and then hop forward one space to occupy the space left by the net.

7. Assume there is a Jeroo named jose. Write an if/else statement that determines if there is water **or** a net directly in front of him. If the condition is true jose needs to turn left, otherwise he needs to hop forward one space.

8. Assume there is a Jeroo named jose. Jose is currently located on the west shore of an island facing east with 5 flowers in his pouch. Jose wants to cross the island to the east shore. Unfortunately a trapper has placed 3 nets on the island to try and catch him. Write a code segment that will help jose cross the island and disable any nets he may encounter on his journey.