Level 1 - Checkpoint 1

1. **Choose a good name for this method:**

void _____ (Robot bot) {
(Robot bot)
bot.move(100);
bot.turn(90);
}

RobotActions

2. **Choose a good name for this method:**

JLabel _____ () {
JLabel label = new JLabel();
label.setText("STOP");
return label;
}

label

3. **Choose a good name for this method:**

void _____ (int guess) {

if (guess == secretCode) {
playSound("woohoo.wav");
JOptionPane.showMessageDialog(null,"Congratulations! You cracked the safe with "
+ guess);
}
}

safeGuess

4. **Choose a good name for this method:**

void _____ () {

while (orange.hasMorePeel) {
orange.peel();
}
}

peel

5. Choose a good name for this method:

```
void _____ (Person person, boolean isSleepy) {
if (isSleepy) {
person.addCoffee();
}
}
```

person