Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Houses Worksheet**

1. Draw the translation from the English to the code.

***// Have the tortoise start at 200 pixels in on the x axis***

Tortoise.*setX(200*);

1. Draw the translation from the English to the code.

***// The current height is 40.***

**int** height = 40;

1. Do the following for the code below:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **public** **class** Houses  {  **public** **static** **void** main(String[] *args*)  {  Tortoise.*setSpeed*(10);  Tortoise.*setX*(200);  **int** *height* = 40;  *drawHouse*(*height*);  *drawHouse*(120);  *drawHouse*(90);  *drawHouse*(20);  }  **public** **static** **void** drawHouse(**int** *height*)  {  Tortoise.*setPenColor*(Color.*lightGray*);  Tortoise.*move*(*height*);  Tortoise.*turn*(90);  Tortoise.*move*(30); ***// Here***  Tortoise.*turn*(90);  Tortoise.*move*(*height*);  Tortoise.*turn*(-90);  Tortoise.*move*(20);  Tortoise.*turn*(-90);  }  } | 1. Circle all the classes and put a “c” by them. 2. Circle all the methods and put an “m” by them. 3. What methods does Houses have?   \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_   1. List all the variables that are in scope at this line ***(// Here***):  |  |  | | --- | --- | | Name | Type | |  |  |  1. What parameters does drawHouse take? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ |