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

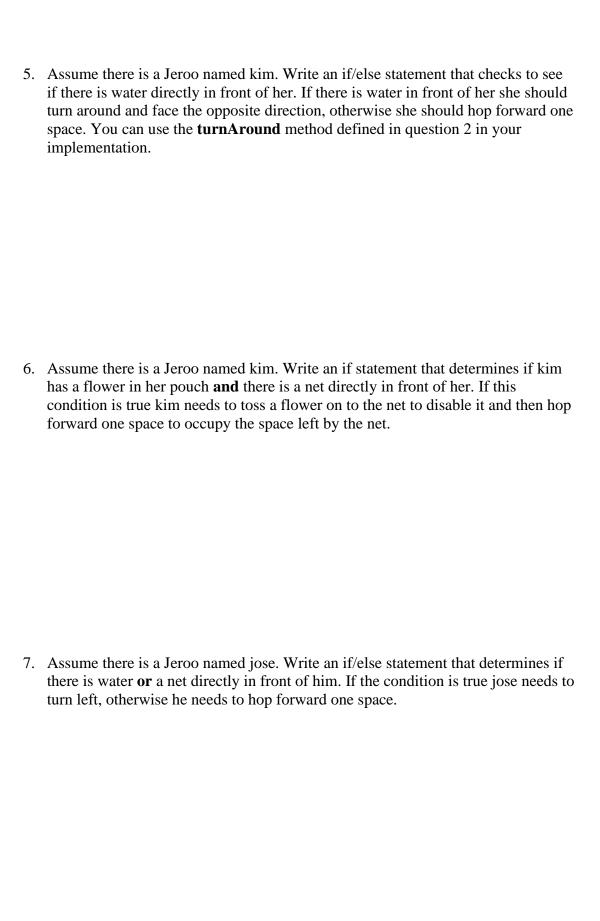
Direction: South

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.

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.



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.