

Jeroo Basics

Section 5.1

1. In which directions can a jeroo move?
2. In what increment can a jeroo turn?
3. What plant life grows on Santong island?
4. What did Brian do to interrupt the life of the jeroos on the island?
5. How can a jeroo disable a net?
6. How many jeroos does the jeroo simulator allow a programmer to create?
7. How many rows and how many columns are in the simulator grid?
8. Are the coordinates of a cell given in the order (row, column) or (column, row)?

9. What ordered pair represents the specific cells listed below?

cell A

cell B

cell C

cell D

cell E

cell F

[illegible]

Programming Essential Concepts

Section 5.2

1. What is a program?
2. Both Java and Jeroo use a two-step approach to translate _____ into machine language. First a _____ translates the source code into an intermediate language. Second, an _____ translates the intermediate language into executable instructions. In the case of Java, this intermediate language is called _____, and the interpreter is called the _____.
3. An _____ is a plan for solving a problem.
4. Is Java case-sensitive?
5. _____ is a set of rules for writing or speaking a language.
6. _____ refers to the meaning of words.
7. What is the only kind of object that the Jeroo programming language supports?
8. List three attributes of a Jeroo object.
9. A _____ is an action that an object can take or a task that it can perform in response to a request from an external source.

10. A _____ is a collection of statements that are written in some programming language to describe a specific behavior.
11. A _____ for a method is something that is assumed to be true before the method is called or invoked.
12. A _____ for a method is something that is assumed to be true after the method is called or invoked.
13. A _____ is a collection of statements that are written in some programming language to describe both the attributes and behaviors of an object.
14. The process of creating a specific object is called _____.
15. What are the two types of classes that most object-oriented languages support?
16. What is the maximum number of Jeroo's that can be instantiated using the Jeroo class?