Jeroo Test Review

1. Write a line of code that will instantiate(create) a Jeroo named zeke with the following state:

   Location: row 5, column 8
   Direction: WEST
   Number of Flowers: 25

   ```
   Jeroo zeke = new Jeroo(5, 8, WEST, 25);
   ```

2. Write a Jeroo method named **plant3** that instructs a Jeroo to plant three flowers in a row directly in front of him.

   ```
   method plant3()
   {
     hop();
     plant();
     hop();
     plant();
     hop();
     plant();
   }
   ```

3. The main method below has instantiated a Jeroo named dak. Send dak a message asking him to perform the **plant3** behavior defined in question 2. Assume **plant3** works as specified.

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

       dak.plant3();

   }
   ```

4. Assume there is a Jeroo named dak. He is facing a row of 10 nets directly in front of him. Write a while loop that will allow him to remove all of the nets and then stop when all 10 nets have been disabled. dak has 10 flowers in his pouch.

   ```
   while(dak.hasFlower())
   {
        dak.toss();
        dak.hop();
   }
   ```

5. Assume there is a Jeroo named zeke. Write an if/else statement that checks to see if there is a flower directly in front of him. If there is a flower in front of him he should hop forward one space and pick up the flower, **otherwise** he should turn to his right and plant 3 flowers in a row. You can use the **plant3** method defined in question 2 in your implementation.

```
if(zeke.isFlower(AHEAD))
{
    zeke.hop();
    zeke.pick();
}
else
{
    zeke.turn(RIGHT);
    zeke.plant();
    zeke.hop();
    zeke.plant();
    zeke.hop();
    zeke.plant();
}
```

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

```
if(eve.hasFlower() && eve.isNet(LEFT))
{
    eve.turn(LEFT);
    eve.toss();
    eve.hop();
}
```

7. Assume there is a Jeroo named jesus. Write an if/else statement that determines if there is a Jeroo **or** a net directly in front of him. If the condition is true jesus needs to turn to his right, **otherwise** he needs to turn to his left.

```
if(jesus.isJeroo(AHEAD) || jesus.isNet(AHEAD))
      jesus.turn(RIGHT);
else
      jesus.turn(LEFT);
```

8. Assume there is a Jeroo named amy. Amy is currently located on the east shore of an island facing west with 50 flowers in her pouch. Amy wants to cross the island to the west shore. Unfortunately, a trapper has placed several nets on the island to try and catch her. Write a code segment that will help amy cross the island and disable any nets she may encounter on her journey.

```
while(!amy.isWater(AHEAD))
{
    if(amy.isNet(AHEAD))
        amy.toss();
    amy.hop();
}
```