Jeroo Basics

**Section 5.1**

1. In which directions can a jeroo move? N, S, E, W

2. In what increment can a jeroo turn? 90 degree increments

3. What plant life grows on Santong island? Winsum flower

4. What did Brian do to interrupt the life of the jeroos on the island? Placed nets throughout island

5. How can a jeroo disable a net? Toss flower on them.

6. How many jeroos does the jeroo simulator allow a programmer to create? 4

7. How many rows and how many columns are in the simulator grid? 24 x 24

8. Are the coordinates of a cell given in the order (row, column) or (column, row)? Row, column

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

cell A (0,0)

cell B (23. 0)

cell C (0, 23)

cell D (23, 23)

cell E (4, 8)

cell F (17, 4)

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 |
| 0 | A |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | C |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 4 |  |  |  |  |  |  |  |  | E |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 5 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 6 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 7 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 9 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 10 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 11 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 12 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 13 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 14 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 15 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 16 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 17 |  |  |  |  | F |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 18 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 19 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 20 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 21 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 22 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 23 | B |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | D |

**Section 5.2**

10. What is a program? A set of instructions for a computer.

11. Both Java and Jeroo use a two-step approach to translating \_source code\_ into machine language. First a \_compiler\_ translates the source code into an intermediate language. Second, an \_interpreter\_ translates the intermediate language into executable instructions. In the case of Java, this intermediate language is called \_byte code\_, and the interpreter is called the \_virtual machine\_.

12. An \_algorithm\_ is a plan for solving a problem.

13. Is Java case-sensitive? yes

14. \_Syntax\_ is a set of rules for writing or speaking a language.

15. \_\_Semantics\_\_ refers to the meaning of words.

16. What is the only kind of object that the Jeroo programming language supports? Jeroo

17. List three attributes of a Jeroo object. Location, number of flowers in pouch, direction its facing

18. A \_behavior\_ is an action that an object can take or a task that it can perform in response to a request from an external source.

19. A \_method\_ is a collection of statements that are written in some programming language to describe a specific behavior.

20. A \_precondition\_ for a method is something that is assumed to be true before the method is called or invoked.

21. A \_postcondition\_ for a method is something that is assumed to be true after the method is called or invoked.

22. A \_class\_ is a collection of statements that are written in some programming language to describe both the attributes and behaviors of an object.

23. The process of creating a specific object is called \_instaniate\_.

24. What are the two types of classes that most object-oriented languages support? Programmer-defined, predefined

25. What is the maximum number of Jeroo’s that can be instantiated using the Jeroo class? 4