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

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | 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?

11. Both Java and Jeroo use a two-step approach to translating \_\_\_\_\_\_\_\_\_\_\_ 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 \_\_\_\_\_\_\_\_\_\_\_.

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

13. Is Java case-sensitive?

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

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

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

17. List three attributes of a Jeroo object.

18. 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.

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

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

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

22. A \_\_\_\_\_\_\_\_\_\_\_ 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 \_\_\_\_\_\_\_\_\_\_\_.

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

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