

SAMPLE ASSESSMENT
First Programming Assessment
CMP 230: Programming Methods I
Lehman College– CUNY
24 September 2009

Problem 1a	7	
Problem 1b	8	
Problem 2a	5	
Problem 2b	10	
Problem 3a	5	
Problem 3b	10	
Problem 3c	5	
Total		50

Directions:

- Include your name (as a comment) in your solution to each problem.
- Submit each solution on Blackboard, under “Programming Assessment I” in Assignments.

- (a) Create a new method for the `bunny` object (from the `Animals` gallery) called `somersault` (that is: `bunny.somersault`). Your new method should make the bunny jump up, do a full revolution forward, and land again on the ground.
 - (b) Add a parameter to that method that controls the number of somersaults (i.e. the number of rotations) and include several calls to it from my `first method` demonstrating it.
- (a) Create a world with a road intersection in it.
 - (b) When the vehicle (of your choice) approaches the intersection, have it go straight 50% of the time, turn left 25% of the time, and turn right 25% of the time.
- Create a world that has a rocket ship blasting off to space (see the `Space` gallery):
 - (a) Your world should have a rocket ship and a launch pad.
 - (b) Write a While statement that updates the value of a variable called `seconds` and displays it in a 3D text object called `countdown`. Start `seconds` at 10 and loop until it reaches 0.
 - (c) After `seconds` has reached 0, launch the rocket into space.