

Name: _____

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

Directions:

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

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

1. (a) Create a new Alice world with a **bunny** (from the **Animals** gallery). Add a new method called **hop** that makes the bunny hop into the air and land again while moving forward a short distance.
 - (b) Add a parameter to that method that controls the height of the hops and include several calls to it from my first method demonstrating it.
2. (a) Create an Alice world with a **kangaroo** (from the **Animals** gallery) where your kangaroo hops forever.
 - (b) Using your kangaroo world from above, add in a tree and have your kangaroo hop towards tree as long as the distance is greater than 5 meters.
3. (a) Create an Alice world with a swimmer and a shipwrecked boat in the water.
 - (b) Write a **While** statement that causes a **helicopter** (from the **Vehicles** gallery) to move one meter towards a swimmer as long as it is half a meter above the swimmer.
 - (c) Next, have the swimmer grab onto the rails of the helicopter and have helicopter fly up and away with the swimmer.