

Name: _____

Second Programming Assessment
CMP 230: Programming Methods I
Lehman College– CUNY
3 November 2009

Directions:

- Include your name (as a comment) in your solution to each problem.
- Submit each solution on Blackboard, under “Programming Assessment 2” in Assignments.

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

- (a) Create an Alice world in with a lightbulb and a switch in it (found in the **Lights** and **Controls** galleries, respectively).
 - (b) When the user clicks on the switch, it should flip positions and the light should toggle (that is, if it is off, turn it on; if it on, turn it off).
- (a) Create an Alice world with 10 **ToySoldiers** (from the **People** gallery) that are all moving away from the camera.
 - (b) When the mouse clicks on any of them, he should stop moving and turn to face the camera. The unchosen soldiers should continue moving away.
(Hint: use a list, and remove the chosen soldier when clicked.)
- (a) Create a Java program that shows a single circle on the screen.
 - (b) Add a button, labelled **More Circles**, that when pushed displays another circle. So, the first time the button is pushed, you should see 2 circles. The next time you should see 3 circles, etc. You can draw the circles randomly or in fixed positions, which ever you prefer.