Name : _____ Date : _____
Warren

A+ Jeroo Methods Worksheet 1

1. Write a turnaround method to turn a Jeroo around within the same row.

```
method turnAround(Number) {
   turn(RIGHT);
   turn(RIGHT);
}
```

2. Write a method called alternate to have a Jeroo plant 8 flowers in every other space across one row of the island. First flower goes in (0,0).

```
method alternate(){
 //center to (y,0)
 while(!isFacing(WEST)){
 turn(RIGHT);
 }
 while(!isWater(AHEAD)) {
 hop();
 }

 turn(RIGHT);

 //center to (0,x)
 while(!isWater(AHEAD)) {
 hop();
 }

 turn(RIGHT);

 //plant while
 while(hasFlower()){
 plant();
   hop(2);
 }
}
```

3. Write the code for a jeroo named Bob to run the alternate method and then the turnaround method.

```
method main(){
   Jeroo Bob = new Jeroo(y,x,8);
   Bob.alternate();
   Bob.turnAround();
}
```

A+ Jeroo If Workheet 1

Write the code for each situation listed.

1. Write the code for `benny` to hop when he has a flower to his left.

```
method 1() {
 if(isFlower(LEFT)){
   hop();
}}
```

2. Write the code for `benny` to hop when he has a clear path to his right.

```
method 2() {
if(isClear(RIGHT) {
  hop();
}}
```

3. Write the code for `benny` to toss a flower when he has a net ahead of his.

```
method 3() {
 if(isNet(AHEAD)) {
   toss();
}}
```

4. Write the code for `benny` to turn right and hop when he is standing on a flower.

```
method 4() {
 if(isFlower(HERE)) {
   turn(RIGHT);
   hop();
}}
```
5. Write the code for your Jeroo `benny` to hop when he has water ahead.

```
method die() {
if(isWater(AHEAD)) {
  hop();
}}
```
6. Write the code for `benny` to turn left when he has another Jeroo to the right of him.

```
method 6() {
if(isJeroo(RIGHT)) {
  turn(left);
}}
```