

Lab Goal: To analyze a problem and involve decision making in creating a solution for the problem. You must determine how to use compound conditionals in order for the Prince to move through the prison island. You must create methods involving complex conditionals so that the Prince can continue to move. Pay close attention as there are a lot of decisions to be made and their order is more important than ever before. You need to focus on the fact that after every move, it is necessary to check for being finished. Failure to do so may result in the Prince running into nets, water, or more tragically running over the Princess and their both dying in the prison. Do not assume that because you can do something....that you must do it.

Lab Description: This lab requires you to use the compound commands AND (&&), OR (||) and NOT (!) in order to create the method needed. The Prince must make its way through the entire maze and stop facing the Princess. You can solve this with just a few methods...or maybe 1 method if you are careful. Someone smuggled out clues on how to make it through the prison without falling into traps. These clues are essential to the success of the Prince. Prince will always start with 2 flowers in his possession.

Starting Screen:



Files Needed:

```
rescue.jsc  
PrincessIsland1.jev  
PrincessIsland2.jev  
PrincessIsland3.jev
```

Clues For the Prison

Water Ahead? - Go right 2 hops
Flower Ahead ? – Go left 2 hops
Flower left / Water right? – Take 3 hops
Flower right / Water left? – Turn around then hop
Flowers on both sides? - Take 2 hops
Jerroo right? – Hop once then go left one hop
Jerroo left? - Hop once then go right one hop
Net Ahead – Toss flower then hop
Flower here facing net – Pick Flower – Toss – Hop
Net on both sides – Hop 4 times

Proper order of the clues involves dealing with those requiring the most....first.

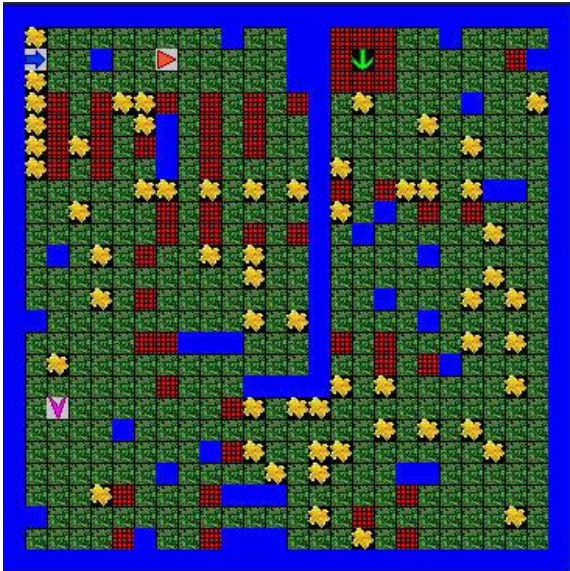
Ending Screen:



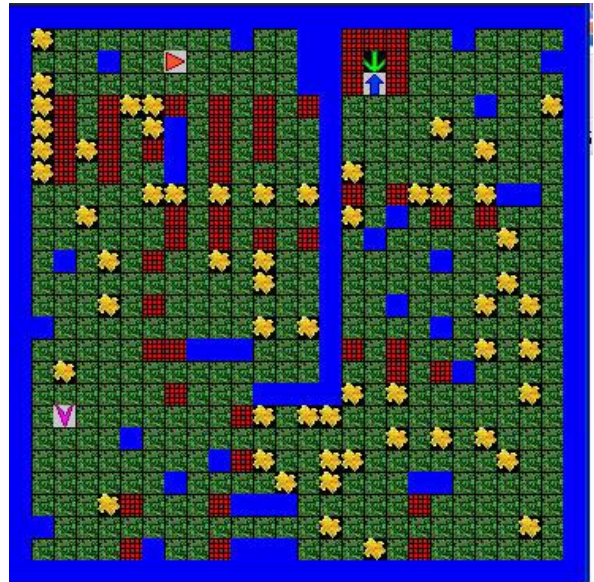
Changes for Island 2

```
Jerroo Prince = new Jerroo(1,0,EAST,2);  
Jerroo Guidel1 = new Jerroo(1,6,EAST);  
Jerroo Guide2 = new Jerroo(17,1,SOUTH);  
Jerroo Princess = new Jerroo(1,15,SOUTH);  
// fill in remaining code
```

Island 2 Starting Screen:



Island 2 Ending Screen:



Changes for Island 2

```
Jerroo Prince = new Jerroo(1,0,EAST,2);  
Jerroo Guidel1 = new Jerroo(23,7,EAST);  
Jerroo Guide2 = new Jerroo(2,5,SOUTH);  
Jerroo Princess = new Jerroo(3,1,SOUTH);
```

Island 3 Starting Screen:



Island 3 Ending Screen:

