Questions 1-3

The next three questions relate to the following world program:

Design a world program that represents a countdown. The program should display the number of seconds remaining and should decrease at each clock tick. Upon reaching zero, it should stay there and not change.

For a demonstration of this program, see the example in the big-bang mechanism video (at ~1:00). Note that the problem is simplified compared to the example shown in the video, in that it does not reset when the spacebar is pressed.

Question 1

1 point possible (graded)

Move the green dot to the set of images which most accurately reflects what the domain analysis should look like for the countdown program. Assume the images were drawn from left to right to represent different clock ticks in the program.

Explanation

The bottom left is the best domain analysis because it shows the numbers in the center of the screen, decreasing until reaching zero.

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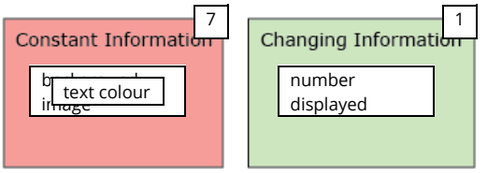
Answers are displayed within the problem

Question 2

1 point possible (graded)

Again consider the countdown program. Categorize each piece of information as either constant or changing.



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Answers are displayed within the problem

Question 3

1 point possible (graded)

Which `big-bang` options do we need for our simple countdown program? (choose all that apply)

- [x] `on-tick` ✔
- [x] `to-draw` ✔
- [ ] `on-mouse`
- [ ] `on-key`
- [ ] `stop-when`

Explanation

Only `on-tick` and `to-draw` are necessary because, for now, our program does not respond to keyboard presses.

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Answers are displayed within the problem