

**Chapter Two**

---

**MULTIPLE CHOICE**

1. What is the name of the default world method that automatically runs when an Alice program is executed?
  - a. the first method
  - b. main
  - c. my first method
  - d. start
  - e. None of these

ANS: C

2. Which of the following is not a primitive method?
  - a. Move
  - b. Turn
  - c. Roll
  - d. Resize
  - e. None of these

ANS: E

3. When creating a new Alice world, which of the following should be done prior to the rest?
  - a. Writing new methods for an object
  - b. Setting an object's properties
  - c. Adding one or more objects
  - d. Running the program
  - e. Clicking the Restart button

ANS: C

4. When you call the walk method of the Walking People class, what must be specified as an argument?
  - a. distance
  - b. speed
  - c. duration
  - d. style
  - e. None of these

ANS: A

5. The foottap method associated with the Frog class is what type of method?
  - a. Primitive method
  - b. Custom method
  - c. Unique method
  - d. World-level method
  - e. None of these

ANS: B

6. Which of the following identifiers utilizes the camelCase naming convention?
  - a. MakeCake
  - b. goForIt

- c. Runspotrun
- d. tryagain
- e. None of these

ANS: B

7. Which of the following is the first step in the program development cycle:
- a. Write the methods
  - b. Test the methods
  - c. Design the program
  - d. Debug the methods
  - e. None of these

ANS: C

8. Pseudocode is written in the following language:
- a. Basic
  - b. Machine language
  - c. Java
  - d. English
  - e. None of these

ANS: D

9. Which Alice structure is used to have two objects move towards each at the same time?
- a. Do in order
  - b. Do together
  - c. Do sequentially
  - d. Do now
  - e. None of these

ANS: B

10. Which Alice structure is used to have one object move before another object?
- a. Do in order
  - b. Do together
  - c. Do sequentially
  - d. Do now
  - e. None of these

ANS: A

11. The say method associated with the Frog class is what type of method?
- a. Primitive method
  - b. Custom method
  - c. Unique method
  - d. World-level method
  - e. None of these

ANS: A

12. Which type of error will not prevent a program from running, but will produce incorrect results?
- a. Syntax error
  - b. Runtime error
  - c. Logical error

- d. Pseudoerror
- e. None of these

ANS: C

13. The *my first world* method is what type of method?
- a. Primitive method
  - b. Custom method
  - c. Unique method
  - d. World-level method
  - e. None of these

ANS: D

14. How are method calls added to a method in the Method Editor?
- a. By dragging the method from the Object Tree.
  - b. By typing the method call.
  - c. By dragging the method from the Method Window.
  - d. By dragging the method tile from the Details Panel to the Method Editor.
  - e. None of these

ANS: D

15. Which of the following structures are used to add explanatory notes into a method?
- a. Do in order
  - b. Do together
  - c. Note
  - d. Comment
  - e. None of these

ANS: D

16. Which of the following is a primitive method?
- a. Run
  - b. Jump
  - c. Think
  - d. Play
  - e. None of these

ANS: C

#### TRUE/FALSE

1. True/False: Only certain Alice objects have all of the primitive methods.

ANS: F

2. True/False: An event is a set of instructions that causes some action to take place.

ANS: F

3. True/False: All classes have custom methods.

ANS: F

4. True/False: Using the camelCase naming convention is a good way to have easy-to-read, meaningful identifiers.

ANS: T

5. True/False: A *custom method* is a method that only objects of a specific class have.

ANS: T

6. True/False: The move method can be used to change the direction an object is facing.

ANS: F

7. True/False: When you export a video in Alice, it will be created in the same location where you saved the Alice world.

ANS: T

8. True/False: The resize method can be used to change the size of an object.

ANS: T

9. True/False: The *orient to* method and the various turn methods can all be used to change the direction an object is facing.

ANS: T

10. True/False: The jump method is a primitive method.

ANS: F

11. True/False: The *Do together* structure is used to execute a set of instructions sequentially.

ANS: F

12. True/False: The comment structure is used to improve the readability of a program.

ANS: T

13. True/False: Pseudocode and flowcharting are tools used by programs during debugging.

ANS: F

14. True/False: Inside the People collection there is another collection named Walking People.

ANS: T

#### FILL IN THE BLANK

1. World.\_\_\_\_\_ is the default world method that automatically runs when an Alice program is executed?

ANS: *my first method*

2. The built-in methods that are associated with every object are called \_\_\_\_\_ methods.

ANS: primitive

3. The programming terminology for executing a method is \_\_\_\_\_ a method.

ANS: calling

4. Additional information to a called method is provided via one or more \_\_\_\_\_.

ANS: arguments

5. The \_\_\_\_\_ method is used to change the location of an object.

ANS: move

6. The \_\_\_\_\_ method is used to change the size of an object.

ANS: resize

7. The \_\_\_\_\_ method is used to change the direction an object is facing.

ANS: turn

8. Each of the \_\_\_\_\_ classes has a custom method walk.

ANS: Walking people

9. The \_\_\_\_\_ method is used to turn an object so it faces in the same direction as another object.

ANS: orient to

10. Method calls are added to a method by \_\_\_\_\_ the method tile from the Details Panel to the Method Editor.

ANS: dragging

11. A(n) \_\_\_\_\_ method is unique to a specific class.

ANS: custom

12. Pseudocode is written in the \_\_\_\_\_ language.

ANS: English

13. \_\_\_\_\_ and \_\_\_\_\_ are two tools use by programmers to design a method.

ANS: pseudocode, flowcharting

14. A(n) \_\_\_\_\_ error will not prevent the program from running, but will produce incorrect results.

ANS: logical

15. The \_\_\_\_\_ tile is used to insert explanatory notes into a method.

ANS: comment

16. The \_\_\_\_\_ structure is used to execute a set of instructions simultaneously.

ANS: *Do together*

17. The \_\_\_\_\_ structure is used to execute a set of instructions sequentially.

ANS: *Do in order*

18. An Alice world can be exported as a(n) \_\_\_\_\_ ,which makes it easy to share with others on the Internet.

ANS: video