Given below are the condition possibilities for an if statement.

Below are the tiles at the bottom of a procedure.

Below are the tiles at the bottom of a function.
Given below are the panda procedures and panda Properties on the bottom right.
Given below are the panda functions.
1. (3 pts) Consider the following web page

What part of the website above was created with the HTML title tag?

a) Basketball  
b) https://thimbleprojects.org/shr/417818  
c) ACC team  
d) Big East team

2. (3 pts) Consider the following HTML code that defines some lists.

Which one of the following is the way this HTML code will be displayed on a web page?

A) 1. Fred  
   2. Marya  
       ○ Xiawei
B) 1. Fred  
       ○ Xiawei  
       2. Marya
C) • Fred  
   • Marya  
   1. Xiawei
D) • Fred  
   1. Xiawei  
   • Marya
3. Consider the following html code to display a table.

```html
<table border="1">
  <tr><td>UNC</td><td>Duke</td><td>WFU</td><td>NCSU</td></tr>
  <tr><td>Duke</td><td>UNC</td><td>NCSU</td><td>WFU</td></tr>
</table>
```

Which one of the following is the way this HTML code will be displayed on a web page?

A) ![Table A]

B) ![Table B]

C) ![Table C]

D) ![Table D]

4. (4 pts) Consider the following HTML code: and .css code:

```html
<h2> Birds</h2>
<ol>
  <li> duck</li>
  <li> swan</li>
</ol>
```

```css
#darken {
  color:darkgreen;
}
#middle {
  text-align:center;
}
```

Show how to modify the HTML code to use the .css code to have the Birds be centered and the swan to appear in a darkgreen color.
5. (4 pts) Give the CSS code that will make the body of a webpage BLUE and all the H1 headers WHITE.

6. (4 pts) A six digit hexadecimal number represents a color. A color can also be represented as a three-tuple of numbers representing the red, green and blue components (or RGB) of the number.

   A. Convert the hexadecimal number 341A0E into RGB: (            ,         ,         )

   B. Convert the color in RGB (6, 43, 18) to a six-digit hexadecimal number:
7. (3 pts) Consider the following Alice code and the pig is standing straight up as shown with **Start** in the figure on the left below.

Which one of the following shows what the pig looks like starting in the start position (on the left) and then executing this Alice line of code?

8. (4 pts) Consider an Alice world with a pig and a jaguar.

   A. Assume the pig and the jaguar are standing about 4 units apart. Explain what this code would do:

   B. Again assume the pig and the jaguar are standing 4 units apart. Explain what this code would do:
9. (14 pts) Consider the following Alice code in which the lines are numbered.

A) In line 1, is “stuff” a function or a procedure?

B) In line 2, what type is “this.cat getDistanceToTheLeftOf this.jaguar”?

C) In line 3, what is the name of the function and what type does it return?

D) In line 3, list the word(s) that are arguments.

E) In line 3, list the word(s) that are parameters.

F) What must be true in order for line 5 to execute?

G) In line 6, what type of value does the function some return?
10. (4 pts) Consider the following world that has the three objects: stuffedTiger, marchHare and panda (shown below from left to right) and given code. The world has been setup as shown below. The stuffedTiger is exactly 1.0 meter from the marchHare, and the panda is exactly 1.0 meter from the marchHare.

The diagram below is looking from above over the scene. The stuffedTiger is represented by the S, the marchHare is represented by the M, and the panda is represented by the P. The animals are facing the bottom of the page. Using the diagram below, draw the path of stuffedTiger and marchHare as a solid line and the path of panda as a dashed line.
11. (4 pts) Consider the following **Mystery** function.

A) What does Alice say when the following line of code is run?

B) What does Alice say when the following line of code is run?
12. (10 pts) Consider the following Alice world that has three objects: panda, eagle and bowlingPin.

The world starts as shown in the figure above with the panda and eagle facing front. Write code to do the following in this order. When you move the animals you do not need to move their legs, just move them.

a) The bowling pin should move over to the eagle and stand on top of it.
b) The panda turns to face the eagle, and moves over to it stopping in front of it
c) The eagle moves straight up (with the pin).

```
declare procedure myFirstMethod
  do in order
```
13. (8 pts) Complete the following Alice procedure called ComeToMe whose header is shown below. This procedure has two parameters, an SJointedModel named “critter,” and a TextString named “phrase.” This procedure first has Alice face the critter, then she says the phrase to it. The critter then turns to face Alice. The critter moves close to Alice and begins to jump over her. As it passes over her the critter fades away and disappears. In the figures below, the figure on the left shows the start. The right figure shows the result of the first call with the cat fading as the cat goes over Alice.

Here are two calls to this procedure.

```
<table>
<thead>
<tr>
<th>Alice</th>
<th>Critter</th>
<th>Phrase</th>
</tr>
</thead>
<tbody>
<tr>
<td>this.alice</td>
<td>this.blackCat</td>
<td>“hello”</td>
</tr>
<tr>
<td>this.alice</td>
<td>this.monkey</td>
<td>“Come to me”</td>
</tr>
</tbody>
</table>
```

Complete the code below.

```
declare procedure ComeToMe with parameters: (SJointedModel critter, TextString phrase)
```
14. (10 pts) Assume there are three objects in an Alice world, a panda, a bunny and a tortoise, and they are floating in the air, one on top of another. Complete the following panda function called creatureAbove that has two STurnable parameters, one named friend1, and one named friend2. This function returns the STurnable object that is highest in the air (panda or friend1 or friend2). Here are two possible scenarios. On the left the panda is above tortoise, who is above bunny. On the right the tortoise is above bunny who is above panda. There are other possibilities for the order of the three of them.

![Diagram showing possible order of objects: panda, tortoise, bunny.]

Complete the function on the next page.
A) (8 pts) Complete the **panda function** below.

```
declare (SJointedModel) function creatureAbove
with parameters:  (SJointedModel) friend1 , (SJointedModel) friend2
```

B) (2 pts) Assume the panda, tortoise and bunny are all floating in the air with one on top of another as described earlier in this problem. Give the code that calls the function you just wrote to have the one that is highest in the air say “I’m on top”.