Challenge Overview

• This assessment is designed to cover BDE events in Alice. It should take about 15 minutes to complete this assessment.

• Before completing this assessment please complete: “Lights Camera Action! Part 3: BDE Events”

• You will also need to know how to use lists, see “Making Objects Move in Unison: Using Lists”

Starter World

• Open the BDE_challenge.a2w world.

• You will see that there are objects and methods already written.

• If you press play you will notice nothing happens.

Goal

• Your goal is to create a BDE event that calls given methods.

• The cow should notice the plants and move over to them. The cow should then eat the plants until they are all gone. The cow should now be full and walk away. A new fern should sprout in the place of all the old plants.
Methods
- All methods you will use are already written for you. These include:
  - Cow.noticeFood
  - Cow.eat
  - Cow.isFull
  - Fern.sprout

- You should look at these methods so you know what they do, but you should not modify any of them.
- You also have a list containing all of the plants in the world.
- Your job is to simply call these methods in a new BDE event.

Creating the BDE Event
- First
  - Create a new event and choose the “while something is true” event
  - Put in the condition for the event; the condition should be that the list of plants is not empty
  - Hint: You will need to use a world function and a list function to create this condition

Editing the BDE Event
- **Beginning**
  - The Beginning of your BDE should be easy, call a method so that the cow notices the plants.
  - All you need to do is make a single method call. (Hint: it is a cow method)

Editing the BDE Event
- **During**
  - Just like the Beginning, the During part of your loop should just call one method that will make the cow eat the plants.
  - Hint: the method should be a cow method.
Editing the BDE

• End
  – At the End of the BDE event you will have to call two methods: one to make the cow announce that he is full and one to make the fern sprout
  – Hint: one will be a cow method and one will be a fern method
  – Hint: Drag in a Do in order

Play World!

• You can check your finished world with the completed assessment online.

• If your BDE event creates the correct sequence of events when you play the world then YOU HAVE COMPLETED THE CHALLENGE!!

• CONGRATULATIONS!!