Alice Programming Assessment: Inheritance

Assessment Overview

This assessment is designed to go over how to make custom Classes in Alice with their own methods and events. It should take about 15 minutes to complete this challenge.

Before attempting this challenge please complete the tutorial: “Creating a Fancier Chicken-Inheritance”.

Starter World

Open the InheritanceAssessment.a2w world

You will see that there are already objects and methods written. The frog has a method called `frog.jumpOver` that we will be concerned with.

Press play and view the current state of the world

The Problem

Nothing happens, because there are no events!

The goal is to create a frog with a built-in event that allows the frog to jump over a parameter object when the spacebar is pressed. In this world, that parameter will be the bunny.
Modifying the frog

The only method of concern is `frog.jumpOver`, which is already written for you.

First, we’d like to make the frog bigger, because the default model is very small. Resize the frog to three times its current size.

Create a frog event that called `frog.jumpOver` whenever the spacebar is pressed. For the purposes of this world, the parameter to jump over will be the bunny.

Rename the frog to “jumpingFrog”.

Saving the jumpingFrog

Save out the jumpingFrog to anywhere on your computer.

If the jumpingFrog jumps over the bunny when the space bar is pressed, then you’ve finished the assessment!