Introduction to Alice – Assessment

Topic: Events

By Yossra Hamid
Under the supervision of Professor Susan Rodger
Duke University
July 2014

This is a multiple-choice assessment, designed for beginners in Alice. It should take approximately 10 minutes.

For preparation, at least one of the following Introduction to Alice Tutorials should be completed:

• Shark Attack!
• An Introduction to Alice: Astronaut and Humvee (Long) OR Astronaut and Humvee (Short) and Astronaut and Humvee Extras!
• Getting Started Fish and Fairy
1. Which one of the following commands would run penguin’s dance method when the world starts?

   a. When the world starts, do world.my first method

   b. When the world starts, do penguin.glide

   c. When P is typed, do penguin.dance

   d. When the world starts, do penguin.dance

2. Which one of the following commands would run penguin’s dance method when ‘P’ is typed?

   a. When P is typed, do penguin.dance

   b. When B is typed, do penguin.dance

   c. When the world starts, do penguin.glide

   d. When the world starts, do penguin.dance
3. Which of the following commands would allow the arrows to move the cow?

a. 

b. 

c. 

d. 

4. Which of the following commands would cause Alice to wave when the mouse is clicked on her right arm?

a. 

b. 

c. 

d. 
5. How would the following world run?

![Diagram showing code blocks and actions.]

- a. It would first run `penguin.dance`. `AliceLiddell.wave` would run each time ‘A’ was typed, and the arrows would move the penguin.

- b. It would first run `world.my first method`. `AliceLiddell.wave` would run each time ‘A’ was typed, and the arrows would move the penguin.

- c. It would first run `penguin.dance`. `AliceLiddell.wave` would run each time ‘A’ was typed, and the arrows would move the penguin’s head.

- d. It would first run `world.my first method`. `AliceLiddell.wave` would run each time ‘A’ was typed, and the arrows would move the penguin’s head.