Alice Programming Assessment

Topic: **Parameters**

By Samantha Huerta
Under the direction of Professor Susan Rodger
Duke University
June 2014

This is a multiple-choice assessment designed to cover an advanced topic in Alice.

For preparation, students should complete the “**Kangaroo Visits Friends: Making Methods More Flexible with Parameters**” tutorial before attempting this quiz.
1. What is false about a parameter?
   a. It allows you to pass information to a method
   b. **Parameters cannot be passed into a function**
   c. Objects can be passed as a parameter
   d. Lists can be passed as a parameter

2. For which scenario would you need a parameter?
   a. **You want one of your characters to perform a different action for every character they walk up to in your world.**
   b. You want to create a list of friends in the world
   c. You want to store the color of an object to use later in your world
   d. You want to find out the height of one of the objects in your world

3. Which event correctly uses the parameter in the `bunny.greet` method to have the bunny greet the object that is clicked on?

   a. 
   
   b. 
   
   c. 
   
   d. 

4. Which of these is a **STRING** parameter?

   a. 
   
   b. 
   
   c. 
   
   d. 

   bunny.greet [Obj friend]
5. Which of these **DOES NOT** have a section that can be replaced by this parameter:

b. 

```
bunny.greet [friend]
```