Repetition Everywhere Assessment

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Challenge Overview

• This assessment will cover further uses of While/Begin/During/End events in Alice. *It should take about 20 minutes to complete this challenge.*

• Before starting this challenge complete: “Repetition Everywhere”

• This challenge uses while loops, functions, and use of BDE events so be sure to familiarize yourself with those concepts.
Starter World

• Open the *bdeassessment.a2w* world.
• You will see that there are some objects and methods already written.
• If you press play you can see that the world doesn’t work … yet… and that the host just says a bunch of gibberish.
Goal

• Your goal is to apply your knowledge of BDE events to take methods already written and create a BDE event to replicate the events that the methods represent
Code Structure

- Here is the code that is already provided. Your goal is to translate code in this structure to recreate the same methods in the in BDE events.
BDE Structure

• Remember the general structure of a BDE event. Remember to set up your conditions properly for each stage of the BDE loop.
Final Solution

• To check if your final solution is correct, see if it behaves the same as the program run in this video

• The link to video is coming soon*