Alice 3 Programming Assessment: 
Lists

Jonathon Kuo

Under the direction of Professor Susan Rodger
Duke University
June 2017
Adapted from Alex Boldt’s Alice 2 assessment, “Lists Assessment”

Assessment Overview

• This assessment is designed to cover use of lists of objects and how to manipulate parts of objects using lists. It should take 20-25 minutes to complete this challenge.

• Before attempting this challenge, please complete the tutorial: “Making Objects Move in Unison: Using Lists”
Starter World

• Open the *listsAssessmentStart.a3p* world
• You will see that there are already objects and methods written: `this.salute` and `this.armCrook`
• You will be editing `myFirstMethod` and `salute`
• Play the world to view the current state

The Problem

• Currently, the soldiers awkwardly move their arms instead of actually saluting.
• The goal is to have all of the soldiers move one meter forward together, then all of them turn to the left one at a time, and then all of them salute correctly together.
myFirstMethod

• myFirstMethod needs code to move all of the soldiers forward one meter \textit{at the same time}

• Next, the soldiers should all turn left one quarter of a revolution at a duration of 0.5 sec \textit{one at a time}

• Use the type \textbf{biped}

Salute

• salute needs code added that turns the right shoulder of all of the soldiers right 0.3 revolution \textit{at the same time}

• Use the shoulderList and the type Sjoint

• Use the code given as a hint/template
Completion

• Run the program. If all the soldiers move forward together, turn left one at a time, and then salute correctly, you have completed the assessment!
• You can check with the solution online.
• Congratulations!!