Alice 3 Programming Assessment: Lists

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 *at the same time*
- Next, the soldiers should all turn left one quarter of a revolution at a duration of 0.5 sec one at a time
- Use the type `biped`

**Salute**

- Salute needs code added that turns the right shoulder of all of the soldiers right 0.3 revolution *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!!