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

For preparation, complete the “How Tall Are You? Functions in Alice 3” Tutorial.
1. Which of the following correctly defines an if/else structure?
   a. A condition is checked once. If the condition evaluates to “true”, the first segment of code will execute continuously. If the condition evaluates to “false”, the second segment of code will execute continuously.
   b. A condition is checked once. If the condition evaluates to “true”, the first segment of code will execute once. If the condition evaluates to “false”, the second segment of code will execute once.
   c. A condition is checked continuously. If the condition evaluates to “true”, the first segment of code will execute continuously. If the condition evaluates to “false”, the second segment of code will execute continuously.
   d. A condition is checked continuously. If the condition evaluates to “true”, the first segment of code will execute once. If the condition evaluates to “false”, the second segment of code will execute once.

2. What line of code can we replace with if we want the hippo to face the chicken when the hippo is taller than the chicken?

   a. if this.hippo.getHeight > this.chicken.getHeight
   b. if this.chicken.getWidth > this.hippo.getWidth
   c. if this.chicken.getHeight > this.hippo.getHeight
   d. if this.chicken.getHeight == this.hippo.getHeight
3. Given the following if/else structure, what would occur when the hippo is taller than the chicken?

```
if (this.hippo getHeight < this.chicken getHeight) then
  this.hippo resize 2.0 add detail
else
  this.chicken say "Cluck, cluck" add detail
```

   a. The hippo resizes by 2.0.
   b. The chicken says “Cluck, cluck”.
   c. Both the hippo resizes by 2.0 and the chicken says “Cluck, cluck”.
   d. Neither the hippo resizes by 2.0 nor the chicken says “Cluck, cluck”.

4. Given the following if/else structure, what would occur when the hippo is shorter than the chicken?

```
if (this.hippo getHeight < this.chicken getHeight) then
  this.hippo resize 2.0 add detail
else
  this.chicken say "Cluck, cluck" add detail
```

   a. The hippo resizes by 2.0.
   b. The chicken says “Cluck, cluck”.
   c. Both the hippo resizes by 2.0 and the chicken says “Cluck, cluck”.
   d. Neither the hippo resizes by 2.0 nor the chicken says “Cluck, cluck”.

5. Which of the following would move the hippo towards the chicken, stopping 0.5 meter in front of the chicken?

   a. `this.hippo moveToward this.chicken 0.5 add detail`
   b. `this.hippo moveToward this.chicken this.hippo getDistanceTo this.chicken`
   a. `this.hippo moveToward this.chicken (this.hippo getDistanceTo this.chicken) + 0.5`
   c. `this.hippo moveToward this.chicken (this.hippo getDistanceTo this.chicken) - 0.5`