

Quiz #1 Answers

1. We have learned about two different types of methods that we can create in Alice. What are they and what are the reasons we use each one?

The two types of methods we have learned about in Alice are world methods and object methods. They both facilitate breaking up a large problem into smaller, more manageable pieces. In the case of the world methods, we use them to decompose our top level story into pieces where multiple objects are being modified. The object methods are used when only that single object is being modified.

In addition to helping us break up our problem into more manageable pieces, methods can also prevent code duplication. For example, object methods that do animations prevent us from having to write all the instructions for that animation repeatedly.

A fair number of people answered with doInOrder and doTogether. Those aren't methods, they are blocks we can use to group code. Terminology differences like this are significant because without them you can't communicate effectively. We had two lectures with method in the title where we discussed the types and what they were used for.

2. What is the purpose of a storyboard?

A storyboard is a design tool that we can use for Alice. Once we have answered the question, "What do I want to build?", we must turn to the question of how we are going to build it. This is what the storyboard helps with. We get to nail down the details of what will happen in the program and how we are going to make it happen by going through and illustrating the setup and activities in each scene in our program.

Extra Credit: Section 2.2.2 describes adding a method to animate a character in Alice. What character is it and what animation are they adding?

That section adds a marching animation to a toy soldier.