



# Jeroo Assignment

The goal of this assignment is to get you thinking about how Jeroos move and what they can do! Keep your notes and definitions nearby to help you out!

*You are welcome to complete this assignment in your engineering notebook OR on a printed copy of this paper*

1. In the picture of Santong Island (where the Jeroos live) shown at the right, what is the NAME of the Jeroo, what is the Jeroo's LOCATION, and how many FLOWERS does the Jeroo have?

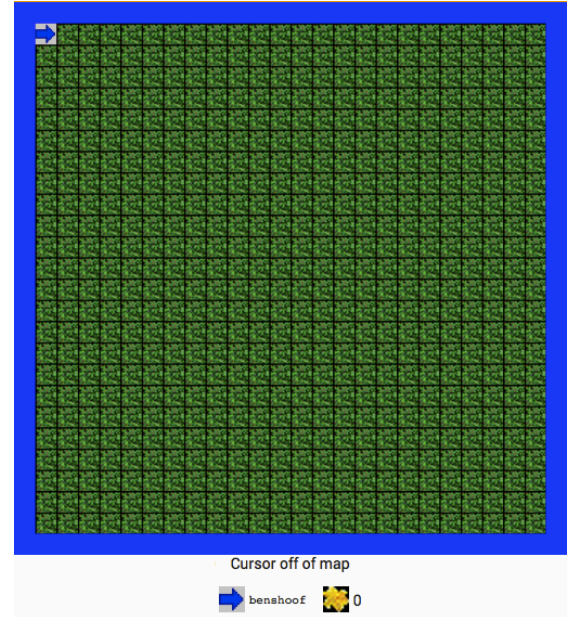
2. Imagine the Jeroo at the right is given the following series of commands:

```
name.hop();
name.hop();
name.plant();
name.turn(RIGHT);
name.hop(7);
name.hop(3);
name.plant();
name.turn(LEFT);
name.turn(LEFT);
name.turn(LEFT);
name.turn(LEFT);
```

At the end of this program, what is the LOCATION of the Jeroo?

At the end of this program, what is the DIRECTION that the Jeroo is facing?

3. Write the line of code that would create a new Jeroo named "timothy" at spot 4,9 holding 75 flowers and facing downward on the map.



4. List all the ACTIONS (methods) that a Jeroo can do. (*hint*: There are 8 of them).

5. Sometimes Jeroos use the directions SOUTH, NORTH, EAST, and WEST. Other times they use AHEAD, LEFT, and RIGHT. What is the difference between these groups of directions?

6. Create your own "Jeroo Challenge". What would be a good and tricky Jeroo challenge for future generations of computer science students? (You could describe it all with words, or you could also make a map that goes along with the Jeroo).