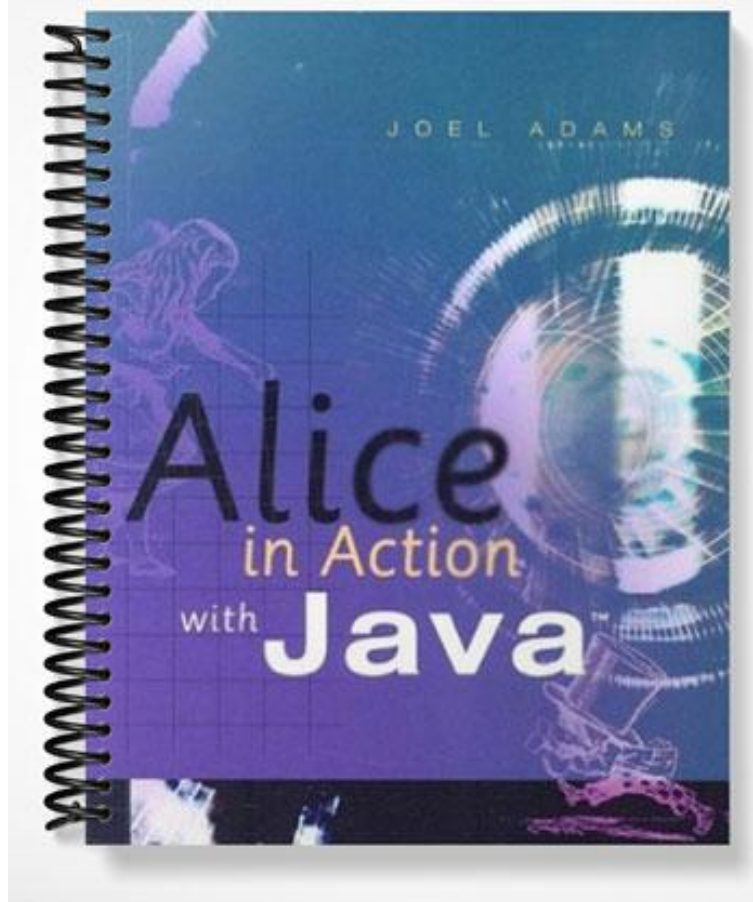


TEST BANK



Chapter 2: Methods

TRUE/FALSE

1. Advanced methods are predefined for most Alice objects.
ANS: F PTS: 1 REF: 32
2. A method name should usually be a noun or noun phrase.
ANS: F PTS: 1 REF: 33
3. Long methods are complicated, and therefore more error prone.
ANS: T PTS: 1 REF: 36
4. If a shot is complicated, it can be further subdivided into pieces.
ANS: T PTS: 1 REF: 38
5. The object tree's ground object represents the program as a whole.
ANS: F PTS: 1 REF: 38
6. Class `Dragon` provides a `flapWings()` method.
ANS: F PTS: 1 REF: 39
7. Methods that control the behavior of a single object should be stored in that object.
ANS: T PTS: 1 REF: 39
8. Comments are compiled by Alice.
ANS: F PTS: 1 REF: 40
9. Part of the "art" of Alice programming is testing with different values until an animation is visually satisfying.
ANS: T PTS: 1 REF: 42
10. The Alice clipboard enables you to move statements already in your scene method into a new (empty) shot method.
ANS: T PTS: 1 REF: 45
11. The Alice clipboard holds multiple statements.
ANS: F PTS: 1 REF: 47
12. Alice enables you to increase the number of clipboards displayed.

ANS: T PTS: 1 REF: 47

13. Alice does not allow objects to be reused in different worlds.

ANS: F PTS: 1 REF: 47

14. The most efficient way to change camera positions between shots is to use a set of simultaneous `move()` and `turn()` methods.

ANS: F PTS: 1 REF: 51

15. When a dummy object is first added to the world, it assumes the same point of view as the camera.

ANS: T PTS: 1 REF: 53

16. All dummy objects are stored in the object tree.

ANS: T PTS: 1 REF: 53

17. By default, the duration of the `setPointOfView()` method is 2 seconds.

ANS: F PTS: 1 REF: 57

18. An object's shape determines its location within the 3D world.

ANS: F PTS: 1 REF: 58

19. Once you create a world and start adding objects to it, every object is located somewhere within that 3D world.

ANS: T PTS: 1 REF: 59

20. Every Alice object has its own three axes.

ANS: T PTS: 1 REF: 59

21. Alice's `move()` message allows an object to only move along that object's FORWARD-BACKWARD axis.

ANS: F PTS: 1 REF: 60

22. In Alice, a `turn(FORWARD, ...)` or `turn(BACKWARD, ...)` message changes an object's pitch.

ANS: T PTS: 1 REF: 62

23. An object's orientation is its combined yaw, pitch, and roll.

ANS: T PTS: 1 REF: 63

24. An object's orientation determines where in the world that object is located.

ANS: F PTS: 1 REF: 63

25. Alice objects have only three degrees of freedom.

ANS: F PTS: 1 REF: 63

MULTIPLE CHOICE

1. Alice lets us build programs consisting of statements, in which we often send messages to ____.
- a. classes
 - b. objects
 - c. functions
 - d. methods

ANS: B PTS: 1 REF: 32

2. Alice's ____ messages provide an excellent set of basic operations for animation.
- a. supplementary
 - b. instant
 - c. encrypted
 - d. predefined

ANS: D PTS: 1 REF: 32

3. The Horse class includes a predefined method called ____.
- a. walk()
 - b. trot()
 - c. say()
 - d. gallop()

ANS: C PTS: 1 REF: 32

4. In Alice, methods stored in the `world` are called ____ methods.
- a. global
 - b. universal
 - c. general
 - d. world

ANS: D PTS: 1 REF: 38

5. A(n) ____ method is used to define a complex behavior for a single object.
- a. object
 - b. local
 - c. external
 - d. inlined

ANS: A PTS: 1 REF: 38

6. To help human readers understand why a method's statements are there, good programmers insert explanatory ____ into their methods.
- a. behaviors
 - b. actions
 - c. comments
 - d. conditions

ANS: C PTS: 1 REF: 40

7. The comment control is located at the bottom of the ____.
- a. object tree
 - b. editing area
 - c. world window
 - d. details area

ANS: B PTS: 1 REF: 40

8. To edit a comment's explanation, you can either double-click its text, or click its list arrow and choose ____ from the menu that appears.
- a. default string
 - b. Comment
 - c. No comment
 - d. other

ANS: D PTS: 1 REF: 41

9. If you find that your animations are moving in a “jerky” fashion, try setting the `style` of the animation’s messages to ____.
- a. `BEGIN_GENTLY_AND_END_ABRUPTLY`
 - b. `BEGIN_ABRUPTLY_AND_END_GENTLY`
 - c. `BEGIN_AND_END_ABRUPTLY`
 - d. `BEGIN_AND_END_GENTLY`

ANS: C PTS: 1 REF: 44

10. If you right-click on a statement, Alice displays a menu containing a ____ choice.
- a. make copy
 - b. duplicate
 - c. clipboard
 - d. cut and paste

ANS: A PTS: 1 REF: 45

11. When you drag a statement from the clipboard and drop it in the editing area, Alice copies the statement from the ____.
- a. object tree
 - b. details area
 - c. clipboard
 - d. events

ANS: C PTS: 1 REF: 47

12. When you click the `Save` button to store an object, Alice saves the object in a special `alice-2.0-____` file.
- a. object
 - b. class
 - c. image
 - d. binary

ANS: B PTS: 1 REF: 49

13. Alice places a ____ object in every world.
- a. timeline
 - b. stage
 - c. scene
 - d. camera

ANS: D PTS: 1 REF: 51

14. A ____ is an invisible marker in your world that has a position and an orientation.
- a. dummy
 - b. pointer
 - c. flag
 - d. sentinel

ANS: A PTS: 1 REF: 51

15. The ____ method changes the position and orientation of `obj` to that of `obj2`.
- a. `obj.turnToFace(obj2)`
 - b. `obj.setPointOfView(obj2)`
 - c. `obj.pointAt(obj2)`
 - d. `obj.constrainToPointAt(obj2)`

ANS: B PTS: 1 REF: 55

16. To render an object invisible, set its ____ to 0 in the properties pane.
- a. `fillingStyle`
 - b. `skin texture`
 - c. `opacity`
 - d. `vehicle`

ANS: C PTS: 1 REF: 57

17. Every object in a 3D world has ____ attributes that determine its position and orientation in the world.
- a. three
 - b. four
 - c. five
 - d. six
- ANS: D PTS: 1 REF: 58
18. An object's ____ determines the way it is facing in the 3D world.
- a. displacement
 - b. orientation
 - c. shape
 - d. dimensionality
- ANS: B PTS: 1 REF: 58
19. To determine each object's exact location, we can use the world's ____.
- a. properties
 - b. methods
 - c. functions
 - d. axes
- ANS: D PTS: 1 REF: 59
20. An object's position along the world's UP-DOWN axis specifies its location in the world's ____ dimension.
- a. height
 - b. width
 - c. depth
 - d. time
- ANS: A PTS: 1 REF: 59
21. To change an object's position, Alice provides a method named ____.
- a. say()
 - b. think()
 - c. move()
 - d. playSound()
- ANS: C PTS: 1 REF: 60
22. In 3D terminology, an object's ____ is how much it has rotated about its UP-DOWN axis from its original position.
- a. yaw
 - b. spin
 - c. reorientation
 - d. skew
- ANS: A PTS: 1 REF: 61
23. The amount by which an object has rotated about its FORWARD-BACKWARD axis (compared to its original position) is called the object's ____.
- a. pitch
 - b. variation
 - c. roll
 - d. deviation
- ANS: C PTS: 1 REF: 63
24. An object's orientation has ____ parts.
- a. two
 - b. three
 - c. four
 - d. six
- ANS: B PTS: 1 REF: 63
25. In Alice, an object's combined position and orientation are called that object's ____.
- a. point of view
 - b. location
 - c. attitude
 - d. perspective
- ANS: A PTS: 1 REF: 63