Assignment: Unit 6

Outcomes addressed in this activity:
- Use a loop with a pre-determined number of repetitions.
- Use a conditional loop.
- Understand the differences between conditional and non-conditional loops.

Course outcome practiced in this unit:

IT111-3: Recognize the programming constructs of iteration, assignment and decision-making.

Instructions:

Using Loops
In this assignment you will complete Exercise 7-1 in the textbook. Complete the Bunny example in Section 7-1 of the reading.

In the scene, the bunny has snuck into his friend’s garden and is hopping to the broccoli to eat it. Use a loop to make the bunny hop however many hops are required to get to the broccoli. When the bunny gets to the broccoli, have bunny’s father appear in the garden gateway, tapping his foot in dismay. The bunny should turn and hop out of the gateway very fast. Use a second loop for the bunny hopping out of the gateway.
Requirements:

1. Create Garden and Wall Scene.
2. Place vegetable garden within the wall scene.
3. Place bunny in scene.
4. Use a loop to have bunny hop to the broccoli.
5. Have Daddy Bunny appear (become visible) in the garden gateway using the isShowing property.
6. Have Bunny turn to face and see Daddy and hop quickly out of the gate (using a second loop to accomplish this).

Assignment grading rubric: 40 points

<table>
<thead>
<tr>
<th>Project Requirements/Criterion</th>
<th>Points possible</th>
<th>Points earned by student</th>
</tr>
</thead>
<tbody>
<tr>
<td>#1 Student creates a garden scene that includes a vegetable garden and one bunny.</td>
<td>0-10</td>
<td></td>
</tr>
<tr>
<td>#2 Student uses a loop to have bunny hop to the broccoli.</td>
<td>0-10</td>
<td></td>
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<tr>
<td>#3 Student uses isShowing method to make Daddy Bunny appear in gateway.</td>
<td>0-10</td>
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<tr>
<td>#4 Student uses a second loop to have bunny quickly hop out of the gateway.</td>
<td>0-10</td>
<td></td>
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<tr>
<td>TOTAL</td>
<td>40</td>
<td></td>
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