Module 1: Practice Sheet 1

Version of February 4, 2017

1. What does this rule tell the kodu to do? Circle the best answer.



- a. Go to a red fish if it sees one.
- b. Eat a red fish.
- c. Swim like a red fish.
- 2. What does this rule tell the kodu to do? Circle the best answer.

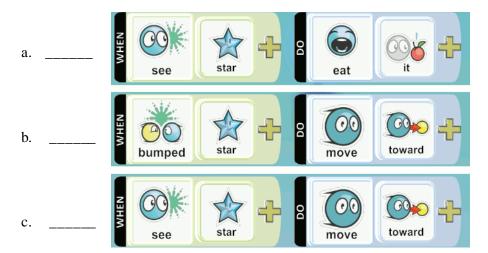


- a. Go to a red fish if it sees one.
- b. Find and bump a red fish.
- c. Eat a red fish if it bumps into one.
- 3. What does this rule tell the kodu to do? Circle the best answer.



- a. Go to a blue fish if it sees one.
- b. Run away from a blue fish if it sees one.
- c. Eat a blue fish if it sees one.

4. Put an "X" next to the rule that tells the kodu to go to the nearest star.



5. Put an "X" next to the rule that tells the kodu to eat the star when it reaches it.

