

Module 1: Practice Sheet 1

Version of February 4, 2017

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



- Go to a red fish if it sees one.
- Eat a red fish.
- Swim like a red fish.

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



- Go to a red fish if it sees one.
- Find and bump a red fish.
- Eat a red fish if it bumps into one.

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



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

a. _____

WHEN		+	DO		+
	see			eat	
					
	star			it	

b. _____

WHEN		+	DO		+
	bumped			move	
					
	star			toward	

c. _____

WHEN		+	DO		+
	see			move	
					
	star			toward	

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

a. _____

WHEN		+	DO		+
	see			eat	
					
	star			it	

b. _____

WHEN		+	DO		+
	bumped			eat	
					
	star			it	

c. _____

WHEN		+	DO		+
	bumped			move	
					
	star			toward	