

Testing Understanding #1

Name _____

Date _____

Command or Reporter?

For each instruction below, write a C next to the instruction if it is a Command. Write an R next to it if it is a Reporter. You can use the MicroWorlds Vocabulary to get more information about each instruction.

_____ forward

_____ make

_____ setx

_____ int

_____ key?

_____ opaque

_____ word

_____ word?

_____ unfreeze

_____ everyone

Constant, Variable or Reporter?

Instructions can have three different kinds of inputs:

1. Constants
2. Variables
3. Reporters

Each of the items below is either a constant, a variable, or a reporter. None of the reporters are primitives, so you won't find any of them in the MicroWorlds Vocabulary. For each of the items below, label the item with a K if it is a Constant, a V if it is a Variable, or an R if it is a Reporter.

_____ temperature

_____ :age

_____ :6

_____ 6

_____ [You win!]

_____ rate

_____ "Yeah!

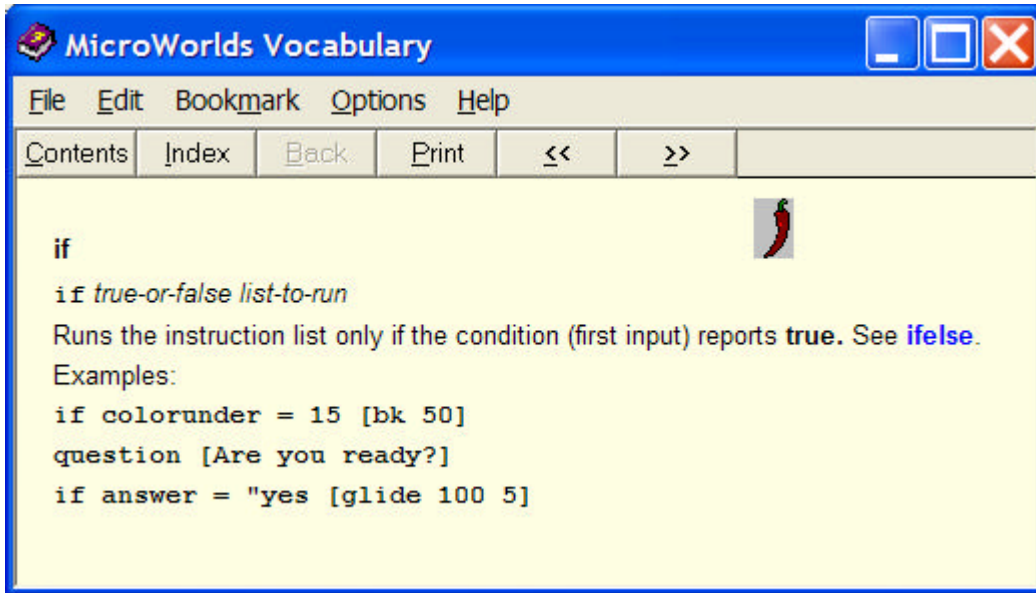
_____ [fd 40 rt 90]

_____ :instruction

_____ [15 270]

What if?

Here is the MicroWorlds Vocabulary entry for `if`:



We can see from this entry that `if` needs two inputs: *true-or-false* and *list-to-run*. Suppose we have used `make` to create two variables as follows:

```
make "i [fd 20 rt 90]
make "test "true
```

For each of the `if` statements below, underline the *true-or-false* input to `if` and draw a circle around the *list-to-run* input.

```
if "true [rt 90]
if "true :i
if :test [rt 90]
if :test :i
if touching? "t1 "t2 :i
if colorunder = 5 [setpos [40 0]]
```