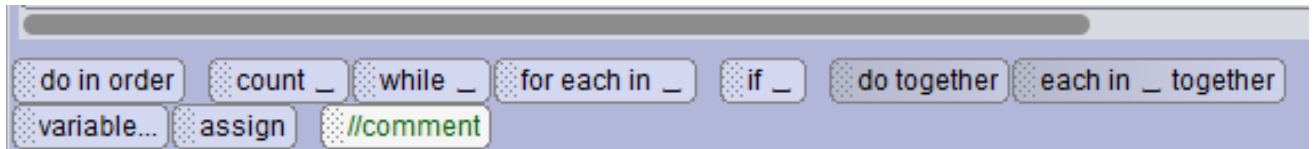


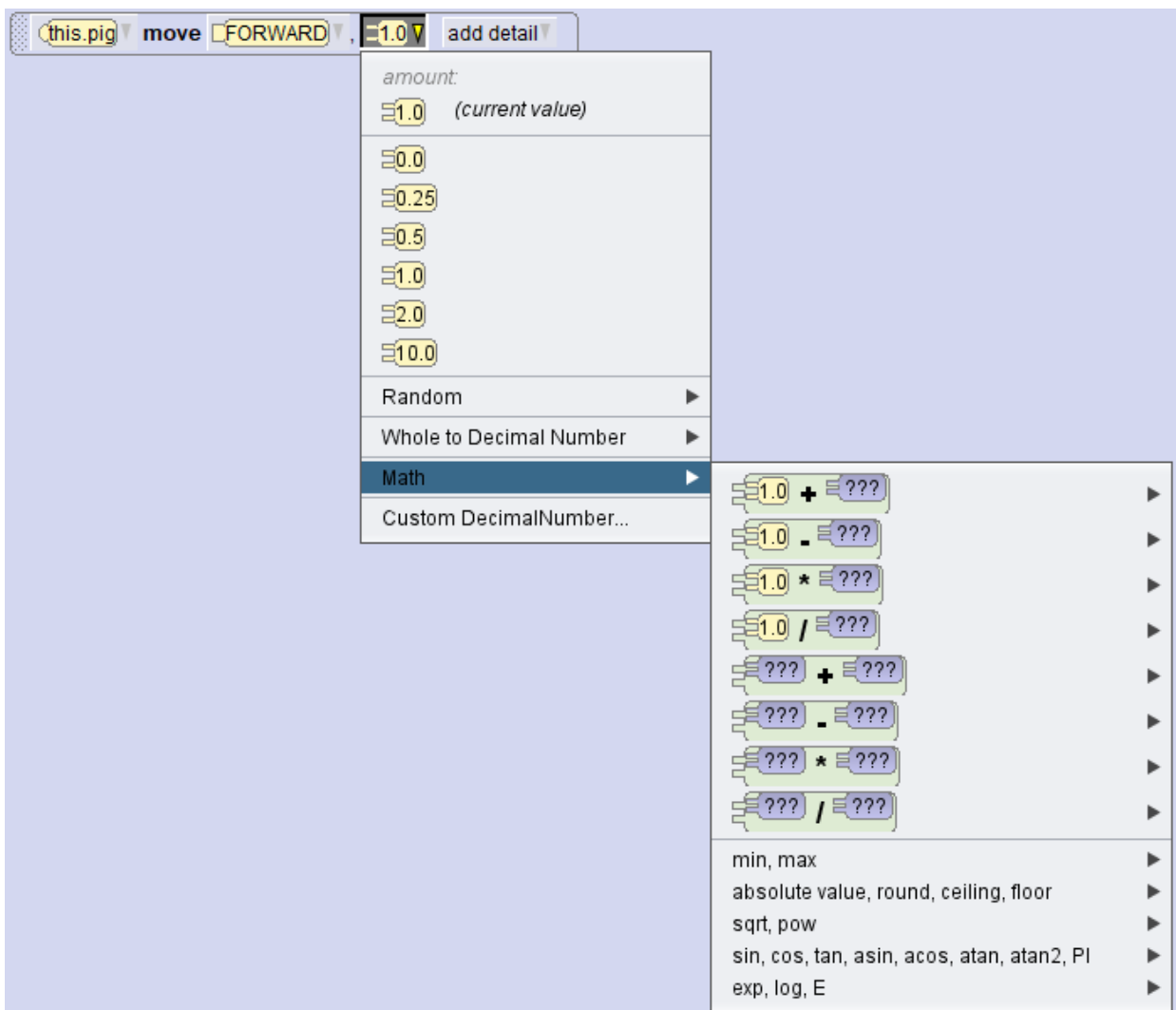
# ALICE REFERENCE SHEETS for EXAM 1:

DO NO WRITE ANY ANSWERS OR CODE ON THE REFERENCE SHEETS.

Below are the tiles at the bottom of a **procedure**



Math



Next are pig procedures and properties

YOUR NETID IF PAGE IS LOOSE: \_\_\_\_\_



Given below are the panda functions.

YOUR NETID IF PAGE IS LOOSE: \_\_\_\_\_

 **this.panda**

**Procedures** **Functions**

group by category ▼

**Panda** 's Editable Functions (3)

-  **this.panda** getLeftEar
-  **this.panda** getRightEar
-  **this.panda** creatureAbove friend1: ??? , friend2: ???

**Biped** 's Editable Functions (0)

**appearance**

-  **this.panda** getPaint
-  **this.panda** getOpacity

**size**

-  **this.panda** getWidth
-  **this.panda** getHeight
-  **this.panda** getDepth








**prompt user**

-  **this.panda** getBooleanFromUser message: ???
-  **this.panda** getStringFromUser message: ???
-  **this.panda** getDoubleFromUser message: ???
-  **this.panda** getIntegerFromUser message: ???


**other**

-  **this.panda** getDistanceAbove other: ???
-  **this.panda** getDistanceBehind other: ???
-  **this.panda** getDistanceBelow other: ???
-  **this.panda** getDistanceInFrontOf other: ???
-  **this.panda** getDistanceTo other: ???
-  **this.panda** getDistanceToTheLeftOf other: ???
-  **this.panda** getDistanceToTheRightOf other: ???
-  **this.panda** getVantagePoint entity: ???
-  **this.panda** getVehicle
-  **this.panda** isAbove other: ???
-  **this.panda** isBehind other: ???
-  **this.panda** isBelow other: ???
-  **this.panda** isCollidingWith other: ???
-  **this.panda** isFacing other: ???
-  **this.panda** isInFrontOf other: ???
-  **this.panda** isToTheLeftOf other: ???
-  **this.panda** isToTheRightOf other: ???
-  **this.panda** toString

**joints**

-  **this.panda** getHead
-  **this.panda** getLeftAnkle
-  **this.panda** getLeftClavicle
-  **this.panda** getLeftElbow
-  **this.panda** getLeftEye
-  **this.panda** getLeftEyelid
-  **this.panda** getLeftFoot
-  **this.panda** getLeftHand
-  **this.panda** getLeftHip
-  **this.panda** getLeftIndexFinger
-  **this.panda** getLeftIndexFingerKnuckle
-  **this.panda** getLeftKnee
-  **this.panda** getLeftMiddleFinger
-  **this.panda** getLeftMiddleFingerKnuckle
-  **this.panda** getLeftPinkyFinger
-  **this.panda** getLeftPinkyFingerKnuckle
-  **this.panda** getLeftShoulder
-  **this.panda** getLeftThumb
-  **this.panda** getLeftThumbKnuckle
-  **this.panda** getLeftWrist
-  **this.panda** getMouth
-  **this.panda** getNeck
-  **this.panda** getPelvis
-  **this.panda** getRightAnkle
-  **this.panda** getRightClavicle
-  **this.panda** getRightElbow
-  **this.panda** getRightEye
-  **this.panda** getRightEyelid
-  **this.panda** getRightFoot
-  **this.panda** getRightHand
-  **this.panda** getRightHip
-  **this.panda** getRightIndexFinger
-  **this.panda** getRightIndexFingerKnuckle
-  **this.panda** getRightKnee
-  **this.panda** getRightMiddleFinger
-  **this.panda** getRightMiddleFingerKnuckle
-  **this.panda** getRightPinkyFinger
-  **this.panda** getRightPinkyFingerKnuckle
-  **this.panda** getRightShoulder
-  **this.panda** getRightThumb
-  **this.panda** getRightThumbKnuckle
-  **this.panda** getRightWrist
-  **this.panda** getSpineBase
-  **this.panda** getSpineMiddle
-  **this.panda** getSpineUpper

Next are a few objects and how they fit into the gallery class

 Gallery Class

Filtering

Assignable From

Contains

Select class via the lowest common ancestor assignable from the items below:

myScene

ground

camera

bunny

tortoise

falcon

cow

Selection

▼ SThing

▼ SScene

Scene

▼ STurnable

▼ SMovableTurnable

▼ SModel

▼ SJointedModel

▼ SBiped

▼ Biped

Bunny

Tortoise

▼ SFlyer

▼ Flyer

Falcon

▼ SQadruped

▼ Quadruped

Cow

SCamera

SGround

4