Chapter 2 Worksheet

In the following code, circle all the elements that are comments:

```
import greenfoot.*;  // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class Car here.
 *
 * @author Adrienne Decker
 */
public class Car  extends Vehicle
{
    /**
     * Act - do whatever the Car wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        // Add your action code here.
    }
}
```

What are comments?

In the code below, circle the class definition:

```
import greenfoot.*;  // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class Car here.
 *
 * @author Adrienne Decker
 */
public class Car  extends Vehicle
{
    /**
     * Act - do whatever the Car wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        // Add your action code here.
    }
}
```

Chapter 2 Worksheet

In the code below, circle a method definition:

```
import greenfoot.*;  // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class Car here.
 *
 * @author Adrienne Decker
 */
public class Car  extends Vehicle
{
    /**
     * Act - do whatever the Car wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        // Add your action code here.
    }
}
```

Write the code inside the method body that we did in lecture.

```
import greenfoot.*;  // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class Car here.
 *
 * @author Adrienne Decker
 */
public class Car  extends Vehicle
{
    /**
     * Act - do whatever the Car wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {


    }
}
```

When we ran the code – what did the Car do?

Chapter 2 Worksheet

What happened when we changed the act method to look like this?

```java
import greenfoot.*;  // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class Car here.
 *
 * @author Adrienne Decker
 */
public class Car  extends Vehicle
{
    /**
     * Act - do whatever the Car wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        talk();
    }
}
```

What happened when we changed the act method to look like this?

```java
import greenfoot.*;  // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class Car here.
 *
 * @author Adrienne Decker
 */
public class Car  extends Vehicle
{
    /**
     * Act - do whatever the Car wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {
        move();
    }
}
```

Chapter 2 Worksheet

Insert the appropriate code to make the car "bounce" when it reaches the edge of the world.

```
import greenfoot.*;  // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)

/**
 * Write a description of class Car here.
 *
 * @author Adrienne Decker
 */
public class Car  extends Vehicle
{
    /**
     * Act - do whatever the Car wants to do. This method is called whenever
     * the 'Act' or 'Run' button gets pressed in the environment.
     */
    public void act()
    {




        move();




    }

}
```