

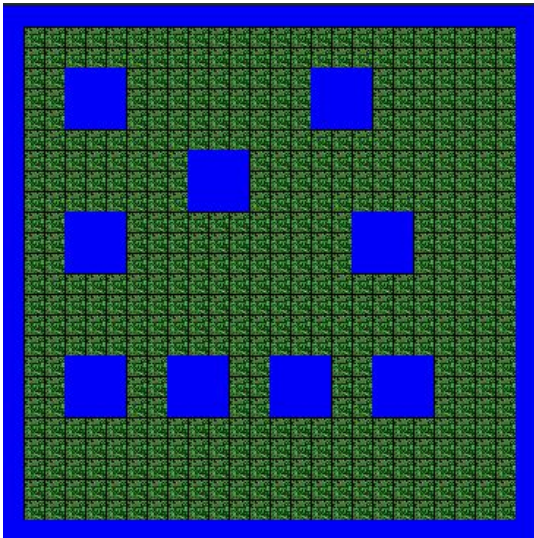
Lab Goal: This lab was designed to demonstrate how to call Jeroo methods multiple times to solve problems. The same action will be repeated on multiple instances. This lab requires precision in making sure the Jeroo accomplishes his assigned job. It is important to calculate how many flowers are needed to complete the job.

Lab Description: Create a single method that allows a Jeroo to protect the other Jeroos by enclosing a single waterhole with a wall of flowers as a signal of the dangerous areas of the island. Call the same method at each waterhole to ensure that all waterholes are completely surrounded with flowers. Failure might mean another Jeroo will die upon falling in an unmarked waterhole.

Files Needed ::

Jeroo Lab 2A.jsc
Water Hazards.jev

Starting Screen:



algorithm help

Preconditions –

- How many Flowers to start

Postcondition –

- Arrive at the final position
- Face the west

Hint – Can your method start from just anywhere – or does it need to be a specific position next to the water?

Ending Screen:

