3.8 Problem Description

Build a world where your character calculates the distance given the rate and time that is entered by the user. Finally, the character walks forward that distance.

******** All information taken from the *Alice in Action* book, by Joel Adams.

Problem # 3.8	Possible Points
File Saved Correctly Alice3_8Lastname.a2w File uploaded to my site under Alice 3.8	2.5
A Character has been added to the world that can speak. An object level method has been created named calcDistance() that explains that it can calculate the distance given the rate and time.	5
A global variable of type number named rate has been created and is set equal to zero. The character asks the user for the rate in a set() method stores in it the rate variable and repeats back the answer in a say() method. The units for rate are in meters per second and must be stated.	10
A global variable of type number named time has been created and is set equal to zero. The character asks the user for the time in a set() method and stores it in the variable time and repeats back the answer in a say() method. The unit for time is seconds and must be stated.	10
The distance has been calculated in a set() method. The character then says the answer using the correct units of meters.	10
The character then moves forward the distance calculated and says Goodbye.	5
Your name has been imported as an object and Yourname.playCredits() has been called showing your name scrolling upwards on the screen.	5
The only methods called in the World.myFirstMethod() are: Object.calcDistance() and YourName.playCredits()	2.5
	Total Possible: 50

All work is due by the due date! No exceptions!