## Intro to Computer Science Homework Rubric

| Problem #<br>4.1 | Possible<br>Points |
| --- | --- |
| File Saved Correctly<br>Alice4_1Lastname.a2w and uploaded to my website (www.hscs4all.com) | 5 |
| An object has been added to the world. | 5 |
| In World My first Method, the object explains to the user (using the say method) that they have a magic number and they want the user to guess what it is. The number range is between 1 and 10. | 5 |
| An object level method has been created called **askNumber()** | 5 |
| A parameter has been created in the **askNumber()** method called **inputNumber**. Using the global function, ask user for a number function, ask the user for a number and pass that parameter to the **askNumber** method. | 10 |
| In the **askNumber** method, create a local variable called **answer** and set it to a fixed value between 1 and 10. BONUS: Use the random integer Global Function and set the answer variable to a random number. | 20 |
| In the **askNumber** method, create an If/Then statement that checks to see if the **inputNumber** matches the **answer.** If it is a match then create an animation and tell the user that they have matched the number. If there is not match, create a separate animation and tell the user that they did not guess correctly. | 20 |
| Within the World My First Method create a WHILE loop (continuous if/then) that asks the user if they want to try to guess the number again. Do this by creating a variable called **continue** that is of type Boolean. Use that variable for the While loop. It will loop if the variable is true, and call the **askNumber** method. If the user does not want to repeat the game, then tell the user thank you and goodbye. | 20 |
| yourname.playCredits() has been imported into your world and plays your name as credit with everything else invisible in the world. | 5 |
| World My First Method calls only the:<br>World.playIntroduction()<br>Object.guessNumber(..) (within a while loop)<br>yourName.playCredits() | 5 |

**Total Possible: 100**

All work is due by the due date! No exceptions! Any additional animations may be added as extra credit with a maximum of 10% per assignment.