Clicker Questions for
L03: Tracing, Summarizing, etc.

Up to end of Tuesday, Jan 10 2017
Q1: Tracing Example: Cat Moving

- Assume that the current sprite is at
  - Cat is at $x = 0, y = 0$, direction = 90 (center stage, facing right)
  - Mouse pointer is at $x = 200, y = 200$

- What will be the state of the cat the second time the script reaches the bottom of the loop?
  - A. $x = +20, y = +20, \text{ direction } = 90$
  - B. $x = +40, y = +20, \text{ direction } = 90$
  - C. $x = -20, y = -10, \text{ direction } = 180$
  - D. $x = +40, y = +20, \text{ direction } = 0$
  - E. None of the above.
Q2: Tracing Code: More practice

Assume that the current sprite is at 
\[ x = 0, \ y = 0, \ \text{and direction} = 90 \].
What will be the state of the sprite after executing this script?

A. \[ x = -10, \ y = +20, \ \text{direction} = 90 \]
B. \[ x = 10, \ y = +30, \ \text{direction} = 0 \]
C. \[ x = -20, \ y = -20, \ \text{direction} = 180 \]
D. \[ x = 10, \ y = +20, \ \text{direction} = 0 \]
E. None of the above.