Directions:
• Include your name (as a comment) in your solution to each problem.
• Submit each solution on Blackboard, under “Programming Assessment I” in Assignments.

1. (a) Create a new Alice world with a bunny (from the Animals gallery). Add a new method called hop that makes the bunny hop into the air and land again while moving forward a short distance.
   (b) Add a parameter to that method that controls the height of the hops and include several calls to it from my first method demonstrating it.

2. (a) Create an Alice world with a kangaroo (from the Animals gallery) where your kangaroo hops forever.
   (b) Using your kangaroo world from above, add in a tree and have your kangaroo hop towards tree as long as the distance is greater than 5 meters.

3. (a) Create an Alice world with a swimmer and a shipwrecked boat in the water.
   (b) Write a While statement that causes a helicopter (from the Vehicles gallery) to move one meter towards a swimmer as long as it is half a meter above the swimmer.
   (c) Next, have the swimmer grab onto the rails of the helicopter and have helicopter fly up and away with the swimmer.