1. Consider the following code:

```java
Magician.Makedisapear()
variable [Obj] Whichobj
Whichobj set opacity to 0 (0%)
```

(a) Nothing is returned
(b) the method should be a World method
(c) whichObj should be a parameter not a variable
(d) whichObj is of the wrong type
(e) there are no logic errors in the code

2. A boolean function
   a) has a Boolean parameter
   b) returns a Boolean value
   c) uses if statements to control execution
   d) has no parameters
   e) none of the above

3. If there are four things to count, there are 16 combinations of showing/not showing. What is wrong with this?

   ```java
   Number world.ctShowing()
   total = 0
   If (blender .isShowing)
      total set value to 1
   Else Do Nothing
   If (microwave .isShowing)
      total set value to 2
   Else Do Nothing
   If (toaster .isShowing)
      total set value to 3
   Else Do Nothing
   If (teapot .isShowing)
      total set value to 4
   Return total
   ```

   a) total should be a parameter
   b) conditions in the if are incorrect
   c) it does not count properly
   d) it should return a boolean
   e) it can’t count more than four things
   f) there is nothing wrong with the code

4. Which of the following are examples of Alice Events? Circle all correct answers
   a) When the world begins
   b) When a key is pressed
   c) When the user clicks on the mouse
   d) While a condition is true

Name _______________________________________________