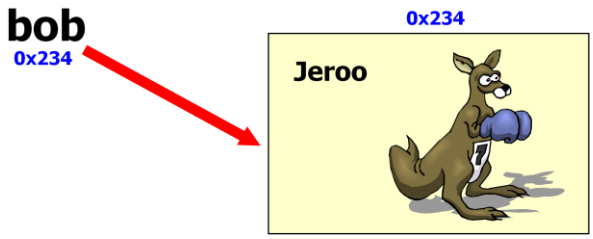
Jeroo Basics

What is Jeroo?

- Jeroos are a rare mammal similar to the wallabies of Australia.
- Jeroos live on Santong Island.
- Jeroos eat the winsum flower which grows on the island.

Object Instantiation

```
Jeroo bob = new Jeroo();
```



Bob is a reference variable that refers to a Jeroo object which is located at (0,0).

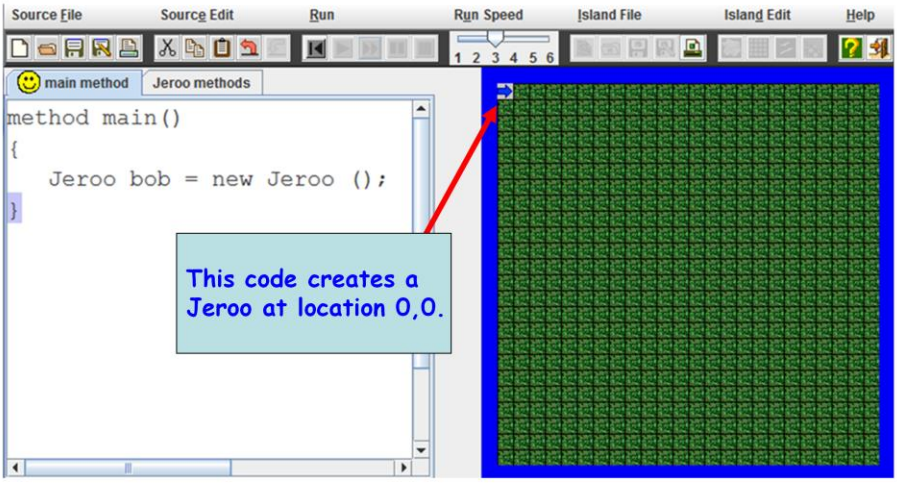
constructors

```
Jeroo bob = new Jeroo();
                    //creates a Jeroo at location (0,0)

Jeroo bob = new Jeroo(5,15);
                    //creates a Jeroo at location (5,15)

Jeroo jim = new Jeroo(5);
                    //creates a Jeroo at (0,0) with 5 flowers

Jeroo sue = new Jeroo(2,11,9);
                    //creates a Jeroo at (2,11) with 9 flowers
```

constructors

```
Jeroo jan = new Jeroo(11,7,WEST);
        //creates a Jeroo at location 11,7
        //that is facing WEST

Jeroo dan = new Jeroo(8,2,EAST,3);
        //creates a Jeroo at location 8,2
        //that is facing EAST with 3 flowers
```

Seeing a Jeroo



Open jeroo_constructors.jsc

What can a Jeroo do?

Jeroo

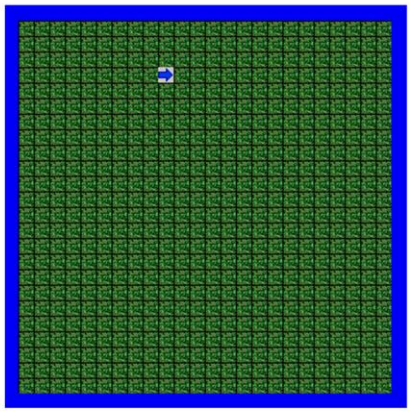
frequently used methods

Name	Use
hop()	move one step
hop(count)	move count steps
pick()	pick up a flower
plant()	plant a flower at this location
toss()	toss a flower one spot ahead
give(dir)	give a flower to a jeroo in direction dir
turn(dir)	turn in a direction dir

hop()

```
Jeroo dude = new Jeroo(3,3);
dude.hop();
dude.hop();
dude.hop(3);
dude.hop();
```

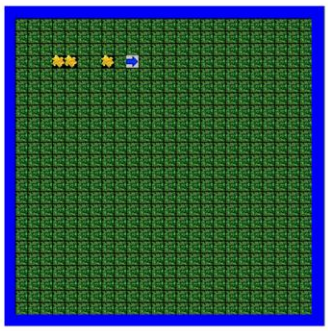
hop() moves the Jeroo to a new cell based on its current direction. hop() has two forms.



Open jeroo_hop.jsc

plant()

```
Jeroo dude = new Jeroo(3,3,7);
dude.plant();
dude.hop();
dude.plant();
dude.hop(3);
dude.plant();
dude.hop(2);
```



plant() places a flower in the Jeroo's current position if the Jeroo has flowers remaining.

Open jeroo_plant.jsc

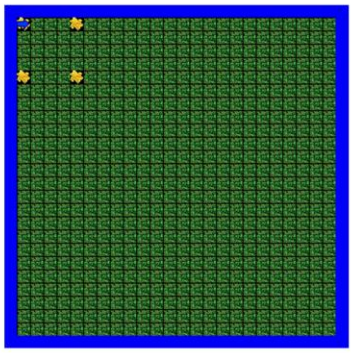
Jeroo

frequently used directional fields

Name	Use
LEFT	Left of the current dir by 90 degrees
RIGHT	Right of the current dir by 90 degrees
AHEAD	Location in front of this Jeroo
HERE	Location of this Jeroo

turn()

```
Jeroo bob = new Jeroo(4);
bob.hop(4);
bob.plant();
bob.turn(RIGHT);
bob.hop(4);
bob.plant();
bob.turn(RIGHT);
bob.hop(4);
bob.plant();
bob.turn(RIGHT);
bob.hop(4);
bob.plant();
bob.turn(RIGHT);
```

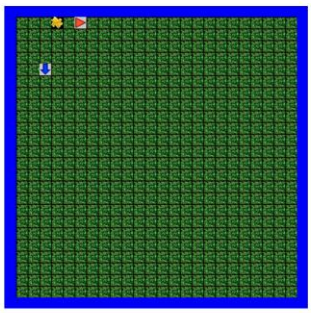


turn() changes the direction of the Jeroo to the provided direction.

Open jeroo_turn.jsc

give()

```
Jeroo bob = new Jeroo(2);
Jeroo ann = new Jeroo(0,3);
bob.hop();
bob.hop();
bob.give(AHEAD);
ann.plant();
bob.turn(RIGHT);
bob.hop(4);
ann.hop(2);
```

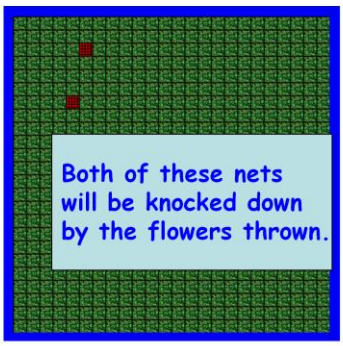


give() hands a flower to the Jeroo in the specified direction.

Open jeroo_give.jsc

toss()

```
Jeroo dude = new Jeroo(2,2,2);
dude.hop();
dude.hop();
dude.toss();
dude.turn(RIGHT);
dude.hop(3);
dude.toss();
dude.turn(RIGHT);
```



toss() throws a flower one cell in front of the Jeroo based in its current direction. A thrown flower can knock down a net.

Open jeroo_toss.jsc

Open jeroo_move.jsc

Start work on Basic Labs