Name(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Use this activity document to guide your work in *Objects and Functions Tutorial*: <http://aka.ms/ObjectsTutorial>.

Answer the questions below during or after you finish the tutorial.

1. What is an object in computer programming?
2. What is a function in computer programming?

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1. What is a parameter in computer programming?
2. In the following line of code, label the object, the function, and the parameter.

turtle->left turn(90)

1. Sketch the result of this script:

♻ turtle → pen down

♻ turtle → forward(100)

♻ turtle → right turn(120)

♻ turtle → forward(200)

♻ turtle → pen up

♻ turtle → move to(100, 100)

♻ turtle → pen down

♻ turtle → circle(50)

1. Suppose you created a game object called “dog."
2. List three functions that the dog object might have.

One function must accept at least one parameter. Describe the parameter(s).

One function must accept NO parameters. Explain why no parameters are needed.

1. List three functions that the dog object would likely NOT have. Explain.