

Highlight the Commands, and underline the Actions Kit does in the code Grace made for Kit.

Start Loop

If Random(1 to 10) equals 10 then set Mischief = True

Else set Mischief = False

While SleepMode equals False do ListenForCommand

End Loop

ListenForCommand:

If Command equals

“Come here” then set Action = 1

“Stop” then set Action = 2

“Sit” then set Action = 3

“Speak” then set Action = 4

“Follow me” then set Action = 5

“Take a nap” then set Action = 6

“Roll over” then set Action = 7

“Hugs” then set Action = 8

“Chase your tail” then set Action = 9

“Dance” then set Action = 10

“Fetch” then set Action = 12

If Action <4 then do PerformAction

Else if Mischief equals True

Then if Action < 12 set Action = Random(1 to 11)

Else if Action equals 12 set Action = Random(12 to 14)

Do PerformAction

PerformAction:

If Action equals

1 then do ComeToMe

2 then do Stop and do StandStill

3 then do SitAndWag

4 then do Bark and do Bark

5 then do Follow

6 then do LieDown and do SleepMode

7 then do LieDown and do RollOnBack

8 then do ComeToMe and do Snuggle

9 then do SpinAround and do LieDown

10 then do StandOnBackLegs and do SpinAround

11 then do IgnoreCommand

12 then do GoFetchToy and do ComeToMe and do DropToy

13 then do GoFetchToy and do ChewToy

14 then do GoFetchToy and do HideToy and do ComeToMe

Go to Start



Refer to the code for Kit.

Answer the following questions.

I want Kit to fetch, come to me, and sit. What should I say?

I want Kit to roll over, then follow me. What should I say?

What commands will Kit always follow correctly, even if he wants to cause mischief?



Refer to the code for Kit.

Match the image to the code command.



Sit



Take A Nap



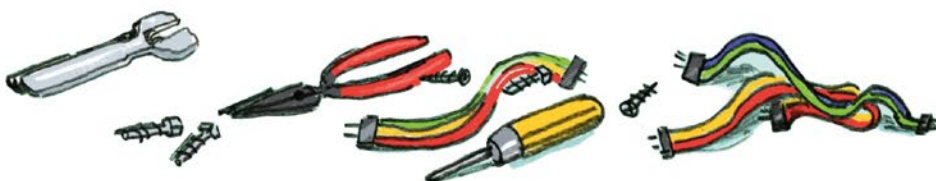
Roll Over



Fetch



Hugs



I want Kit to bring me my shoes, so I add these lines to the code:

If Command equals

“Get my shoes” then set Action = 15

PerformAction:

If Action equals

15 then do FindShoes and do PickUpShoes and do ComeToMe

Add your own new command to the code.

If Command equals

PerformAction:

If Action equals

What does Kit do?

