

# Introduction to Agent-Based Modeling (Summer 2018)

## 2.6 Review » Unit 2 Test

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### Question 1

What is the name of the tab where you document the overall design of your model in NetLogo?

- A. Interface
  - B. Info
  - C. Code
  - D. Document
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### Question 2

What is usually the name of the procedure wrtitten by a user in NetLogo that is used to destroy the current state of the model and start a new one?

- A. Begin
  - B. To
  - C. Setup
  - D. Go
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### Question 3

What interface element creates a Boolean global variable in NetLogo?

- A. chooser
  - B. button
  - C. monitor
  - D. switch
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### Question 4

What is the shortened form of the command that brings turtles into existence?

- A. crt
  - B. create
  - C. crt-turtles
  - D. exist
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### Question 5

Which of the following commands is a legal command in NetLogo after you create a bunch of turtles?

- A. ask one-of links [ set pcolor red ]
- B. ask one-of turtles [ set turtles red ]
- C. ask one-of patches [ set color red ]
- D. ask one-of turtles [ set pcolor red ]

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**Question 6**

What is the command to start to define a procedure in NetLogo?

- A. setup
  - B. define
  - C. procedure
  - D. to
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**Question 7**

Look again at the code for the Heroes and Cowards model that we created in the videos. Which of the following is a potential problem model?

- A. Heroes should be blue and Cowards should be red
  - B. A turtle could potentially pick the same other turtle as both its friend and enemy
  - C. The code is not long enough
  - D. The model does not account for negative x-coordinates
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**Question 8**

Open the Follower model in the NetLogo Models Library under the Art section. Play around with the model and look at the Info and C Why does the Heroes and Cowards model sometime exhibit similar behavior?

- A. The following action in the Follower model is similar to the way that Cowards are constantly trying to get behind their friends.
  - B. They both have two types of turtles.
  - C. They both have commands that project points to go to in to a blank space.
  - D. They way Heroes move is very similar to the way all agents move in the Follower model.
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**Question 9**

If I set the random number seed in NetLogo to 29 and then ask it for three random numbers between 0 and 10 (exclusive). What three do I always get? (You can open NetLogo and run your own code to answer this question).

- A. 3, 1, 1
  - B. 7, 2, 5
  - C. 3, 0, 6
  - D. 7, 3, 0
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**Question 10**

What is pseudocode?

- A. A natural language description of a program meant to convey the conceptual design of the program.
- B. Executable code used to run the model.
- C. Fake code that serves no purpose.
- D. Mistakes in real code.