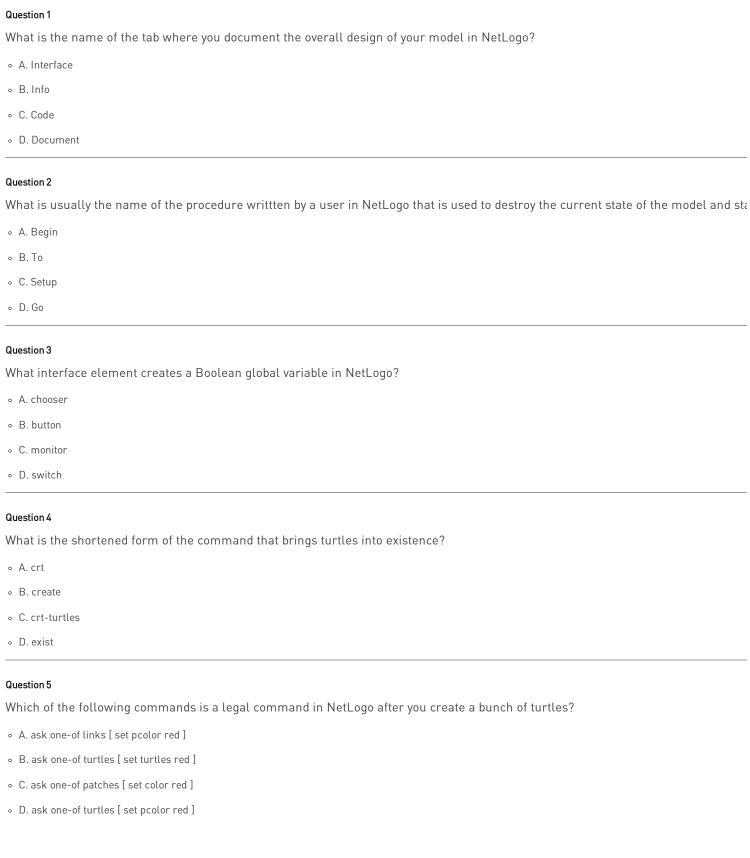
Introduction to Agent-Based Modeling (Summer 2018) 2.6 Review » Unit 2 Test

Question 1



Question 6

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

- A. setup
- B. define
- C. procedure
- o D. to

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

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.

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
- o B. 7, 2, 5
- 。 C. 3, 0, 6
- o D. 7, 3, 0

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.