

Introduction to Agent-Based Modeling (Summer 2019)

2.6 Review » Unit 2 Test

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
-

Question 2

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

- A. Begin
 - B. To
 - C. Setup
 - D. Go
-

Question 3

What interface element creates a Boolean global variable in NetLogo?

- A. chooser
 - B. button
 - C. monitor
 - D. switch
-

Question 4

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

- A. crt
 - B. create
 - C. crt-turtles
 - D. exist
-

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]

Question 6

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

- A. setup
 - B. define
 - C. procedure
 - 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 with the 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 Code tabs. 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 a blank space.
 - D. The 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 numbers 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
-

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.