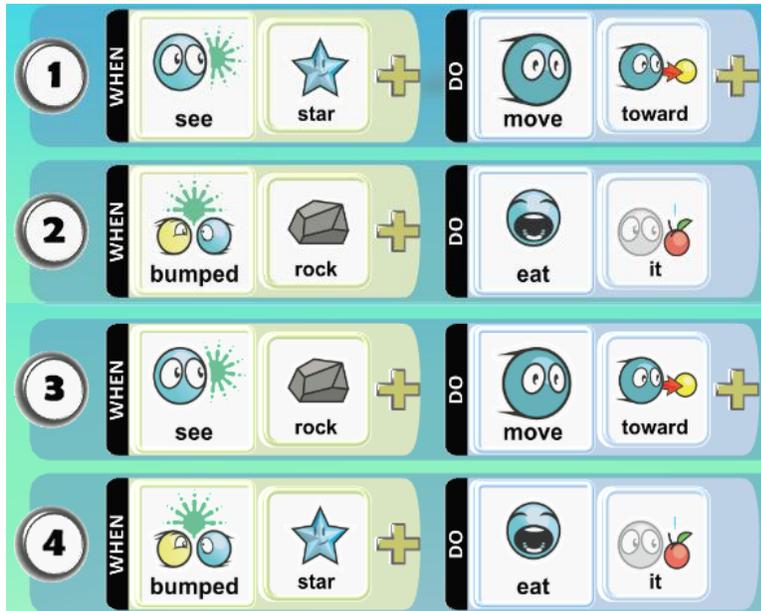


Module 1: Practice Sheet 4

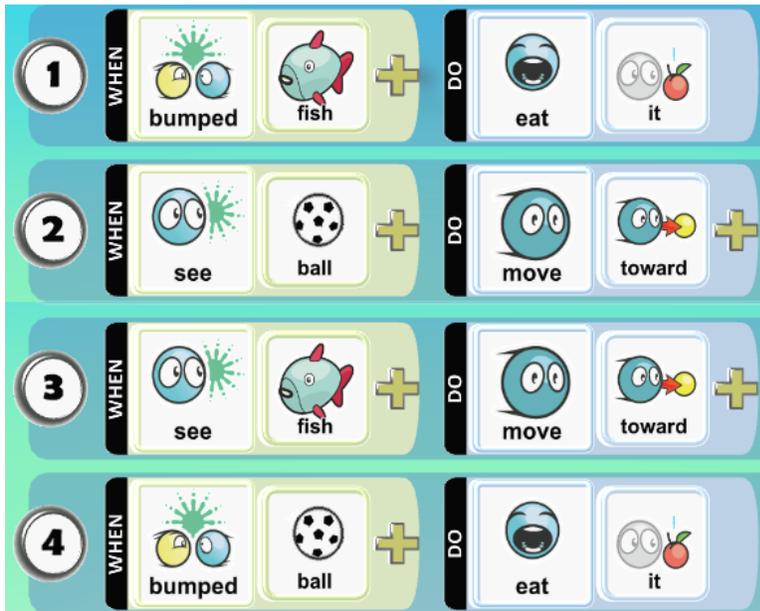
Version of May 29, 2017

Here is a Pursue and Consume program:



1. Draw a "P" next to each Pursue rule and a "C" next to each Consume rule.
2. Draw an arrow from each Pursue rule to its matching Consume rule.
3. What will the kodu eat first?
 - a. A star
 - b. A rock
 - c. Whatever thing is closest
 - d. It will get stuck and won't eat anything
4. When will the kodu eat its first star?
 - a. A star is the first thing it will eat
 - b. It will eat a star after it eats its first rock
 - c. It will eat a star once all the rocks are gone
 - d. It will never eat a star
5. When will the kodu eat its first rock?
 - a. A rock is the first thing it will eat
 - b. It will eat a rock after it eats its first star
 - c. It will eat a rock once all the stars are gone
 - d. It will never eat a rock

Here is another Pursue and Consume program:



6. Draw a "P" next to each Pursue rule and a "C" next to each Consume rule.
7. Draw an arrow from each Pursue rule to its matching Consume rule.
8. What will the kodu eat first?
 - a. A fish
 - b. A ball
 - c. Whatever thing is closest
 - d. It will get stuck and won't eat anything
9. When will the kodu eat its first fish?
 - a. A fish is the first thing it will eat
 - b. It will eat a fish after it eats its first ball
 - c. It will eat a fish once all the balls are gone
 - d. It will never eat a fish
10. When will the kodu eat its first ball?
 - a. A ball is the first thing it will eat
 - b. It will eat a ball after it eats its first fish
 - c. It will eat a ball once all the fish are gone
 - d. It will never eat a ball