Javascript Programming: Hoppy Beaver Game

Part 1

1. In the Hoppy Beaver example code, the count of the number of sticks the player has is kept in:
   - A. A global variable "sticks"
   - B. A property of the beaver object
   - C. A property of the stick object.
   - D. None of the above

   Answer Point Value: 2.0 points
   Answer Key: B

2. The Hoppy Beaver Code uses two different images of the beaver: one for when it is jumping up and one for when it is falling.
   - True
   - False

   Answer Point Value: 2.0 points
   Answer Key: True