



98-380^{Q&As}

Introduction to Programming Using Block-Based Languages (Touch Develop)

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QUESTION 1

You have a basket of eight apples.

You want to give one of the apples to your best friend Jo Berry. You decide to pick the one that weighs the most.

You need to analyze the following methods and determine whether that method can be used to consistently achieve your goal.

Method 1:

For each apple, measure its weight using a scale. Write down the weight on a sticky note.

Put the sticky note on the apple. Ensure that the same unit of measure (e.g. ounce, gram, or kilogram) is consistently used. Once all apples have been measured, find the apple with the largest number on its sticky note.

Method 2:

Divide the apples into two lots. Each lot should have four apples. Compare the weight of the two lots using a balance scale. Put the lighter lot aside. Divide the remaining apples into two lots of two apples. Compare the weight of the two lots

using a balance scale. Put the lighter lot aside. Compare the weight of the two remaining apples. The heavier apple is the one that weighs the most.

Method 3:

Take two apples from the basket. Use a balance scale to compare them. Keep replacing the lighter apple on the balance scale with another apple from the basket until the basket is empty. The heavier apple remaining on the scale is the one

that weighs the most.

For each of the methods, select Yes if the method can consistently achieve your goal.

Otherwise, select No.

NOTE: Each correct selection is worth one point.

Hot Area:

Answer Area	Yes	No
Method 1	<input type="radio"/>	<input type="radio"/>
Method 2	<input type="radio"/>	<input type="radio"/>
Method 3	<input type="radio"/>	<input type="radio"/>



Correct Answer:

Answer Area	Yes	No
Method 1	<input checked="" type="radio"/>	<input type="radio"/>
Method 2	<input type="radio"/>	<input checked="" type="radio"/>
Method 3	<input checked="" type="radio"/>	<input type="radio"/>

QUESTION 2

You and your friend Pat are working on a coding project to write code for "Triangles to Octagons". The program randomly selects a number ranging from 3 to 8. The program will then draw a regular polygon with the number of sides ranging

from 3 to 8 (triangles to octagons) as specified by the input.

Pat writes the following pseudocode:

```
main
  DECLARE sides defined as the number of sides of a polygon
  SET sides = random number (3,8)
  drawPolygon(sides)
END
drawPolygon
  REPEAT sides
    Pen down
    Move forward (100)
    Turn Right (360/sides)
  END REPEAT
END
```

You need to identify the functions and parameters in the pseudocode. To answer, drag the appropriate label from the column on the left to its example on the right. Each label may be used once, more than once, or not at all. NOTE: Each correct match is worth one point.

Select and Place:



Labels

Function

Parameter

Neither

Answer Area

Examples

8

random number

drawPolygon

360/sides

Repeat sides

Labels

Correct Answer:

Labels

Function

Parameter

Neither

Answer Area

Examples

Parameter

Neither

Function

Parameter

Neither

Labels

QUESTION 3

A coin minting agency hires you to find the oldest known minted pennies. The agency has a coin machine. You need to create the algorithm to identify the oldest minted year of the pennies inserted into the machine. How should you complete the algorithm? To answer, select the appropriate options in the answer area. NOTE: Each correct selection is worth one point.



Hot Area:

Answer Area

SET MinDate TO ▼

- 0
- the current year
- the minimum year
- the maximum year

▼ there are still pennies in the bin

- DO
- FOR
- WHILE

SET Penny TO GET the next penny

IF the year on the penny ▼ MinDate THEN

- =
- <
- >
- ≠

SET MinDate TO the year on the penny

END IF

END LOOP

Correct Answer:



Answer Area

SET MinDate TO ▼

▼ there are still pennies in the bin

SET Penny TO GET the next penny

IF the year on the penny ▼ MinDate THEN

SET MinDate TO the year on the penny

END IF

END LOOP

0

the current year

the minimum year

the maximum year

DO

FOR

WHILE

=

<

>

≠

QUESTION 4

Which statements correctly describe libraries? For each of the following statements. Select Yes if the statement is true. Otherwise, select No.

Hot Area:



Answer Area

	Yes	No
Libraries restrict the sharing of code by limiting the number of events in a program.	<input type="radio"/>	<input type="radio"/>
A game library could include common operations for scoring, lives, a leaderboard, and a physics engine to use in coding a game.	<input type="radio"/>	<input checked="" type="radio"/>
A disadvantage of libraries is that code cannot be reused in more than one script.	<input checked="" type="radio"/>	<input type="radio"/>

Correct Answer:

Answer Area

	Yes	No
Libraries restrict the sharing of code by limiting the number of events in a program.	<input checked="" type="radio"/>	<input type="radio"/>
A game library could include common operations for scoring, lives, a leaderboard, and a physics engine to use in coding a game.	<input type="radio"/>	<input checked="" type="radio"/>
A disadvantage of libraries is that code cannot be reused in more than one script.	<input checked="" type="radio"/>	<input type="radio"/>

QUESTION 5

You work as a game developer at Tailspin Toys.

Your colleague created a script to display an animation using the following sprite sheet and Touch Develop code.



```
function main ()  
  var board := △ game → start  
  var sheet := board → create sprite sheet ( wheel sheet )  
  sheet → set frame grid ( 1, 8, 80, 80, 0, 0, 0, 0 )  
  sheet → add animation ( "loading", "6,3,8,1,4,2,7,5,6" → split ( "," )  
    , 0, 1, false )  
  var wheel := sheet → create sprite ( "6" )  
  var anim := wheel → create animation  
  anim → play frames ( "loading" )  
  anim → repeat ( 20, false )  
end function
```

How will many times will the animation play?

Hot Area:

The animation will play once.

The animation will not play.

The animation will play twenty times.

The animation will play infinitely.

Correct Answer:



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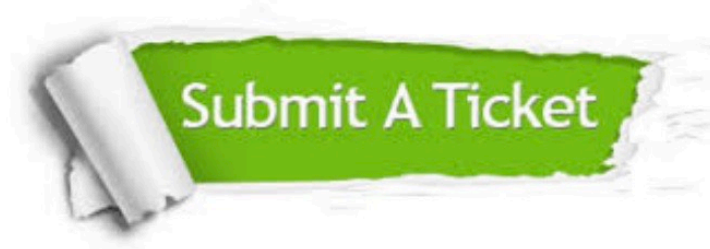
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