



# 98-380<sup>Q&As</sup>

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

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**QUESTION 1**

Baldwin Museum of Science wants you to build a virtual tour guide app that visitors will use at the museum. The museum conducts a user survey which indicates that the app must meet the following requirements:

Users will scan a QR code to find more information about the exhibits.

Additional information is provided through an augmented reality (AR) view. The AR view will be displayed on top of the live direct view of the exhibit.

Due to time and budget constraints, the app can only support limited types of devices at this stage. You want to make sure that app provides the best possible user-experience based on the user survey.

You need to identify the appropriate types of devices the app should support.

For each type of device, select Yes if it is appropriate. Otherwise, select No.

Hot Area:

**Answer Area**

	Yes	No
Desktop computers	<input type="radio"/>	<input type="radio"/>
Smart TV	<input type="radio"/>	<input type="radio"/>
Handheld tablets	<input type="radio"/>	<input type="radio"/>
Smartphones	<input type="radio"/>	<input type="radio"/>

Correct Answer:

**Answer Area****Yes****No****Desktop computers**☐☒**Smart TV**☒☐**Handheld tablets**☒☐**Smartphones**☒☐**QUESTION 2**

You are creating an app to keep track of the performance of various basketball teams in your school's league. The app will allow users to enter the field goals attempted and field goals made for each team that played in a tournament. The app

will calculate and output the field goal percentage as follows:

The field goal percentage is 25%.

You need to describe the algorithm you will use to implement this feature.

Which five actions should you perform in sequence? To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.

NOTE: More than one order of answer choices is correct. You will receive credit for any of the correct orders you select.

Select and Place:

**Actions****Answer Area (move 5 actions)**

Divide the number of field goals made by the number of field goals attempted.

Ask the user for the number of field goals made.

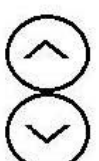
Display the field goal percentage.

Ask the user for total points scored.

Ask the user for the number of field goals attempted.

Multiply the result by 100.

Divide the number of field goals attempted by the number of field goals made.





Correct Answer:

Actions

Ask the user for total points scored.

Divide the number of field goals attempted by the number of field goals made.

Answer Area (move 5 actions)

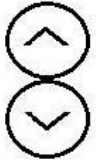
Ask the user for the number of field goals made.

Ask the user for the number of field goals attempted.

Divide the number of field goals made by the number of field goals attempted.

Multiply the result by 100.

Display the field goal percentage.



### QUESTION 3

You are writing code to draw the following illustration by using the Turtle object.



The Turtle starts in the center of the screen. You declare a variable named Steps and initialize it to 1.

Which four pseudocode segments should you use to develop the solution? To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.

NOTE: More than one order of answer choices is correct. You will receive credit for any of the correct orders you select.

Select and Place:

## Pseudocode Segments

```

    Move Forward Steps
    Turn Right
End FOR
Increase Steps by 5

```

```

    Move Forward Steps
    Turn Right
    Increase Steps by 5
End FOR

```

FOR  $0 \leq j < 4$

FOR  $0 \leq i < 10$

End FOR

FOR  $0 \leq i < 20$

**Answer Area (move 4 pseudocode segments )**

Correct Answer:

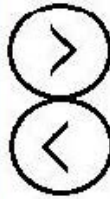




## Pseudocode Segments

Move Forward Steps  
Turn Right  
End FOR  
Increase Steps by 5

FOR 0 ≤ i < 10



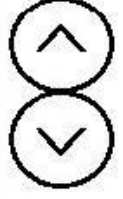
## Answer Area (move 4 pseudocode segments)

FOR 0 ≤ i < 20

FOR 0 ≤ j < 4

Move Forward Steps  
Turn Right  
Increase Steps by 5  
End FOR

End FOR



## QUESTION 4

You are building a treasure hunt game.

When the player opens a treasure box, a random prize might be awarded with the following probabilities:

Gold Prize 2%

Silver Prize 5%

Bronze Prize 20%

You are designing an algorithm to decide the prize using the random function. The random(limit) function returns a random integer between 1 and limit, including limit. For example, if the limit is 20, the function returns a value between 1 and

20.

Hot Area:



Answer Area

```
SET value TO random(100)

IF value < 0.02 THEN

    RETURN "Gold"

ELSE IF value < 5 THEN

    RETURN "Silver"

ELSE IF value < 0.2 THEN

    RETURN "Bronze"

ELSE

    RETURN "Empty"

END IF
```

Correct Answer:

Answer Area

```
SET value TO random(100)

IF value < 0.02 THEN

    RETURN "Gold"

ELSE IF value < 5 THEN

    RETURN "Silver"

ELSE IF value < 0.2 THEN

    RETURN "Bronze"

ELSE

    RETURN "Empty"

END IF
```

**QUESTION 5**

Adventure Works is writing an application in TouchDevelop using a sprite named football3. You set the following variables to determine the dimensions of the board:



When the user clicks the football, it must move to a random location and bounce repeatedly off the bottom of the game board.

You need to write the code to move and bounce the football.

How should you complete the code? To answer, drag the appropriate code segments to the correct location. Each segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view

content.

NOTE: More than one answer choice combinations is correct. You will receive credit for any of the correct combinations you select.

NOTE: Each correct selection is worth one point.

Select and Place:

**Segments**

football3 --> set pos(20 + math --> random(20, width), 20 + math --> random(20, height))

board --> set gravity(0, 50)

board --> create boundary(0)

football3 --> set pos(20 + math --> random range(20, width), 20 + math --> random range(20, height))

football3 --> set gravity(0, 50)

board --> create boundary(bottom)

**Answer Area**

football3 --> on tap(tapped)

where tapped(x: Number, y: Number) is

end

end

Correct Answer:





### Segments

```
football3 -> set pos(20 + math -> random(20,  
width), 20 + math -> random(20, height))
```

```
board -> set gravity(0, 50)
```

```
board -> create boundary(bottom)
```

### Answer Area

```
board -> create boundary(0)
```

```
football3 -> set gravity(0, 50)
```

```
football3 -> on tap(tapped)
```

where tapped(x: Number, y: Number) is

```
football3 -> set pos(20 + math -> random range(20,  
width), 20 + math -> random range(20, height))
```

```
end
```

```
end
```

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