



98-380^{Q&As}

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

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QUESTION 1

This question requires that you evaluate the underlined text to determine if it is correct.

You are writing an app for Best For You Organics Company.

The app needs to allow the user to convert a recipe from cups to liters. The app will use the conversion ratio of 1 cup is equal to 0.2366 liters.

You define the pseudocode as follows:

INPUT cups

liters = cups * 0.2366

OUTPUT liters

Review the underlined text. If it makes the statement correct, select "No change is needed." If the statement is incorrect, select the answer choice that makes the statement correct.

- A. No change is needed.
- B. cups * 2.366
- C. cups / 0.2366
- D. cups / .02366 * 10

Correct Answer: A

QUESTION 2

You are building a game using Touch Develop. You have the following sprite sheet.



The width of the sprite sheet is 300px, and the height of the sprite sheet is 75px. The shapes in the sprite sheet are evenly distributed.

You need to complete the code to display the purple five-pointed star.

What code should you use? To answer, select the appropriate options in the answer area.

Hot Area:



Answer Area

```
function main ()
  var board := △ game → start
  var sheet := board → create some sheet (☆ shapes sheet)
  sheet → set frame grid ( [ 1 1 1 1 ], 0, 0, 0 )
  var star := sheet → create
end function
```

<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	1	1	1
4	4	4	4
5	5	5	5
75	75	75	75

Correct Answer:

Answer Area

```
function main ()
  var board := △ game → start
  var sheet := board → create some sheet (☆ shapes sheet)
  sheet → set frame grid ( [ 1 1 1 1 ], 0, 0, 0 )
  var star := sheet → create
end function
```

<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	1	1	1
4	4	4	4
5	5	5	5
75	75	75	75

QUESTION 3

Your coding team is creating a weather app. The application must allow the user to input a wind speed and see if the



storm is a hurricane. If the storm is a hurricane, the app should also determine which category of storm it is on the Saffir-Simpson Hurricane Wind Scale.

The Saffir-Simpson Hurricane Wind Scale is defined as follows:

Category 1 is 74-95 MPH Category 2 is 96-110 MPH Category 3 is 111 to 129MPH Category 4 is 130-156 MPH Category 5 is 157 MPH and above

Four team members have proposed pseudocode to meet this requirement.

Which pseudocode is in the appropriate logical order?

- A. Option A
- B. Option B
- C. Option C
- D. Option D

Correct Answer: D

QUESTION 4

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 ▼

▼ 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

DO

FOR

WHILE

0

the current year

the minimum year

the maximum year

=

<

>

≠

Correct Answer:



Answer Area

```

SET MinDate TO 
0
the current year
the minimum year
the maximum year

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

```

QUESTION 5

You are creating a game for AdventureWorks. You write the following code:

```

var board := △ game → start
△ game → splash("Get Ready!")
△ game → bounce on sides
var monster := △ game → create sprite(☼ monster)
monster → acceleration x := 50

```

When you test the code, the monster moves across the screen horizontally. You want the monster to bounce up and down in the center of the screen. How should you correct the code? To answer, select the appropriate code segments in



the answer area.

Hot Area:

Answer Area

```
var board := ⚙ game → start
```

```
⚙ game → splash("Get Ready!")
```

	▼
<input type="checkbox"/> game --> bounce on sides	
<input type="checkbox"/> game --> bounce	
<input checked="" type="checkbox"/> monster --> bounce	
<input checked="" type="checkbox"/> monster --> bounce on sides	

```
var monster := ⚙ game → create sprite(👾 monster)
```

	▼
<input type="checkbox"/> monster --> acceleration x = 50	
<input type="checkbox"/> monster --> acceleration y = 50	
<input checked="" type="checkbox"/> monster --> set angle = 90	

Correct Answer:



Answer Area

```
var board := ⚡ game → start
```

```
⚡ game → splash("Get Ready!")
```

▼

- game --> bounce on sides
- game --> bounce
- monster --> bounce
- monster --> bounce on sides

```
var monster := ⚡ game → create sprite(👹 monster)
```

▼

- monster --> acceleration x = 50
- monster --> acceleration y = 50
- monster --> set angle = 90



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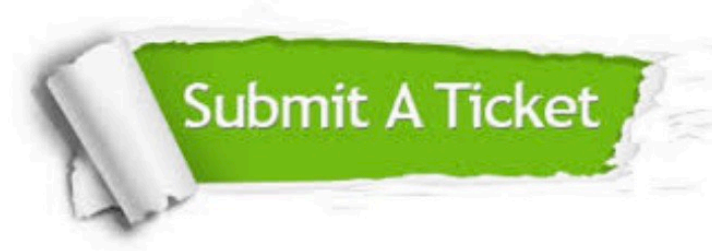
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