98-380 Q&As

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

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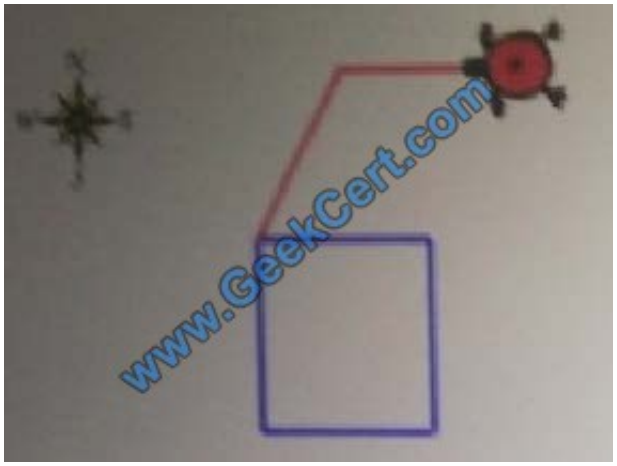
QUESTION 1

You are creating a drawing app that uses the Touch Develop turtle object. You have written the code to draw a blue square and change the pen color to red. The turtle is positioned at the top left corner of the square, facing north. You need to draw the red lines shown in the following graphic.



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

Select and Place:

Correct Answer:

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

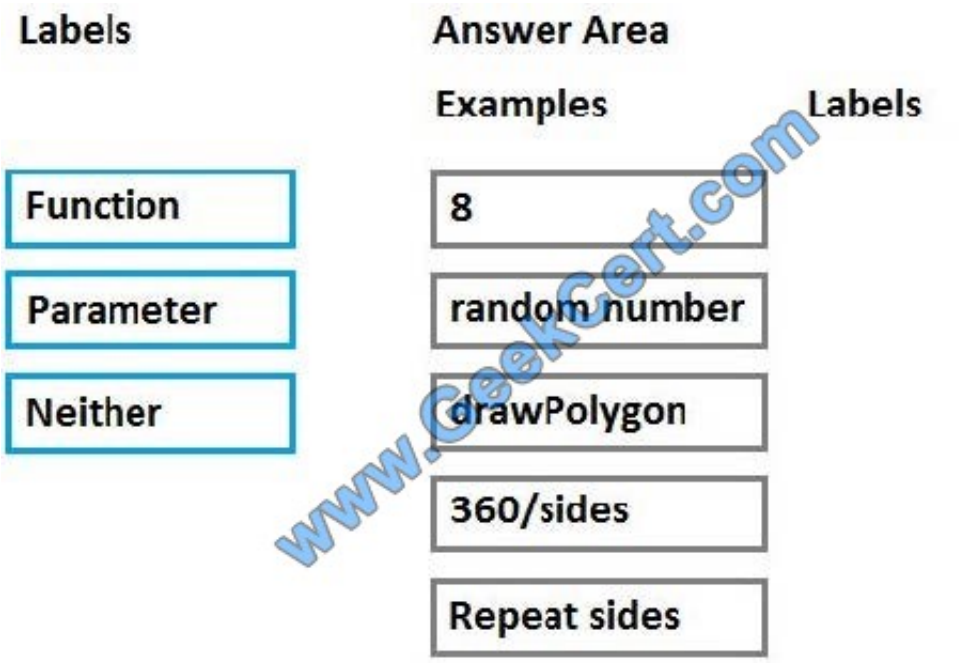
from 3 to 8 (triangles to octagons) as specified by the input.

Pat writes the following pseudocode:

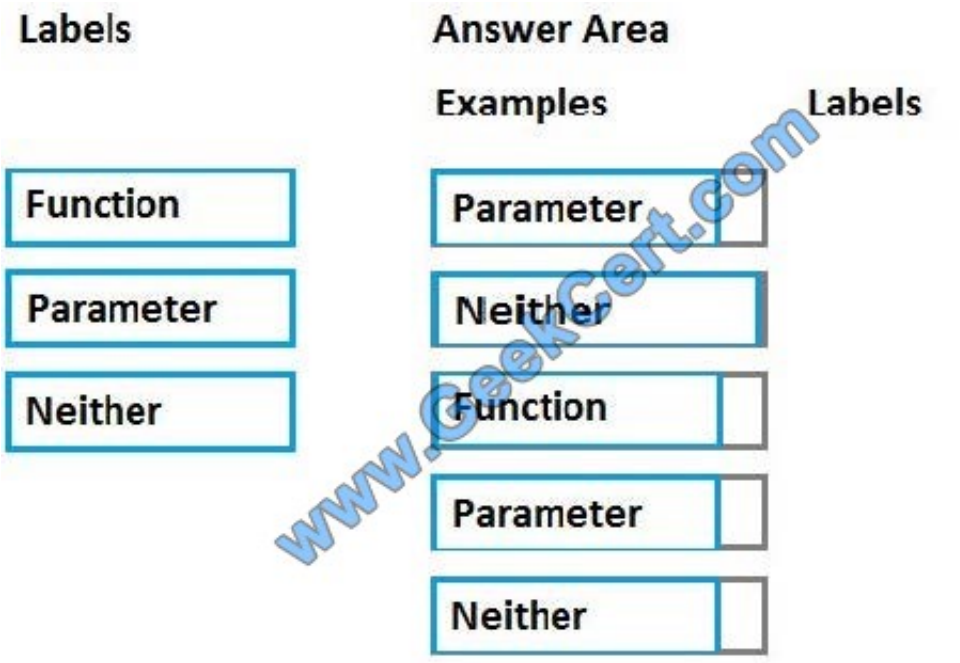
```
main
    DECLARE sides defined as the number of sides of a polygon
    SET sides = random number (3,8)
    drawPolygon(sides)
END
drawPolygon
   REPEAT sides
       Pen down
       Move forward (100)
       Turn Right (360/sides)
   END REPEAT
END
```

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:

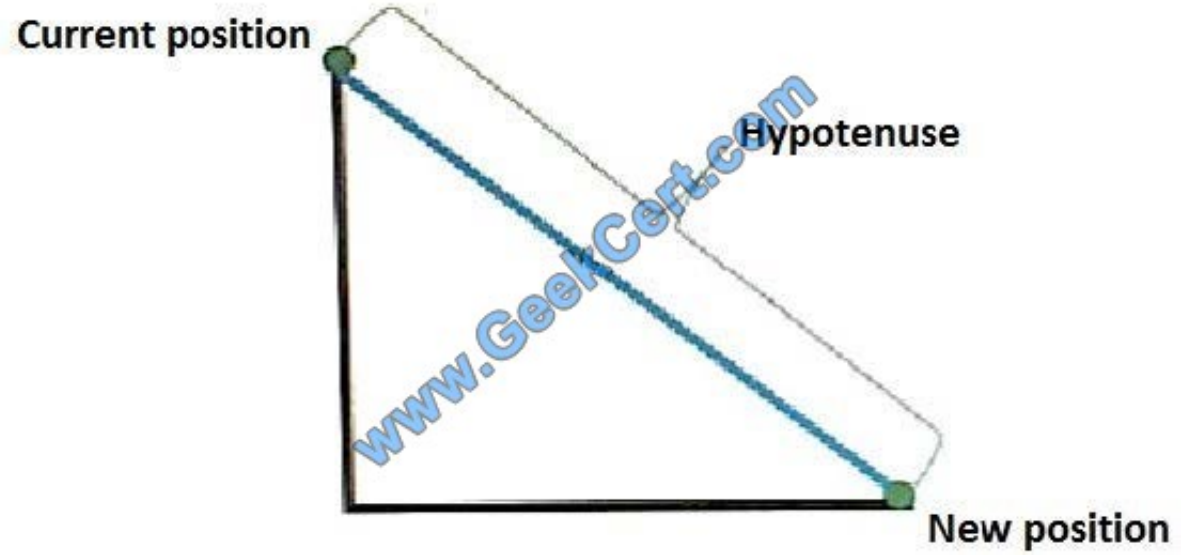


Correct Answer:



QUESTION 3

You are creating an algorithm that moves a sprite from its current position to a new position represented by x and y, where x is the new horizontal position and y is the new vertical position. You will use the hypotenuse of a right triangle to calculate the sprite's path, as shown in the following illustration.



You need to move the sprite to its new location along a straight line at a speed of 100 pixels per second.

How should you complete the algorithm? To answer, select the appropriate pseudocode segments in the answer area.

NOTE: Each correct selection is worth one point.

Hot Area:

Answer Area

```
SET factor TO 100

SET hypotenuse to the square root of (x^2 + y^2)

IF x = sprite --> x THEN

   SET xSpeed TO [ ▼ ]
ELSE
```

- 0
- 100
- factor
- factor * (x - sprite --> x) / hypotenuse

```
   SET xSpeed TO [ ▼ ]
END IF
```

- 0
- 100
- factor
- factor * (x - sprite --> x) / hypotenuse

```
IF y = sprite --> y THEN

   SET ySpeed TO [ ▼ ]
ELSE
```

- 0
- 100
- factor
- factor * (y - sprite --> y) / hypotenuse

```
   SET ySpeed TO [ ▼ ]
END IF
```

- 0
- 100
- factor
- factor * (y - sprite --> y) / hypotenuse

```
sprite --> set speed(xSpeed, ySpeed)
```

Correct Answer:

Answer Area

```
SET factor TO 100

SET hypotenuse to the square root of (x^2 + y^2)

IF x = sprite --> x THEN

   SET xSpeed TO [ ]
ELSE

   SET xSpeed TO [ ]
END IF

IF y = sprite --> y THEN

   SET ySpeed TO [ ]
ELSE

   SET ySpeed TO [ ]
END IF

sprite --> set speed(xSpeed, ySpeed)
```

- 0
- 100
- factor
- factor * (x - sprite --> x) / hypotenuse

- 0
- 100
- factor
- factor * (x - sprite --> x) / hypotenuse

- 0
- 100
- factor
- factor * (y - sprite --> y) / hypotenuse

- 0
- 100
- factor
- factor * (y - sprite --> y) / hypotenuse

QUESTION 4

You are a tutor at a company college. You write the following function to provide overall feedback based on the mark of each assignment:

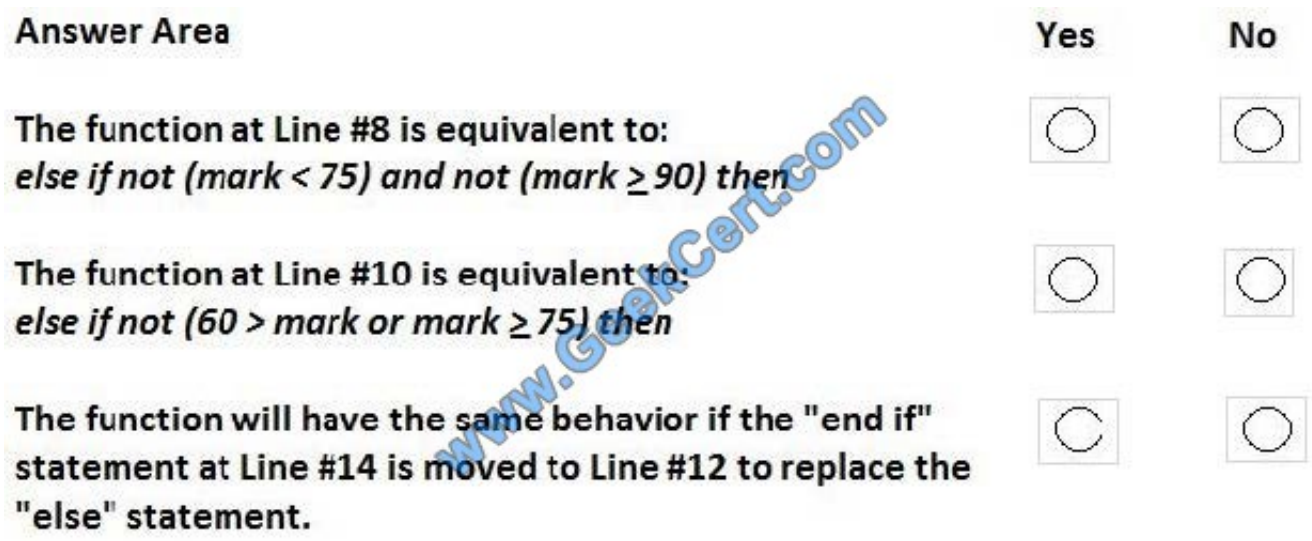
```
01 function feedback (
02     mark: Number)
03 returns (
04     message: String)
05 do
06     if mark ≥ 90 then
07         return "Excellent!"
08     else if 75 ≤ mark and mark < 90 then
09         return "Very Good!"
10     else if 60 ≤ mark and mark < 75 then
11         return "Good!"
12     else
13         return "Try Again!"
14     end if
15 end function
```


You need to evaluate the code.

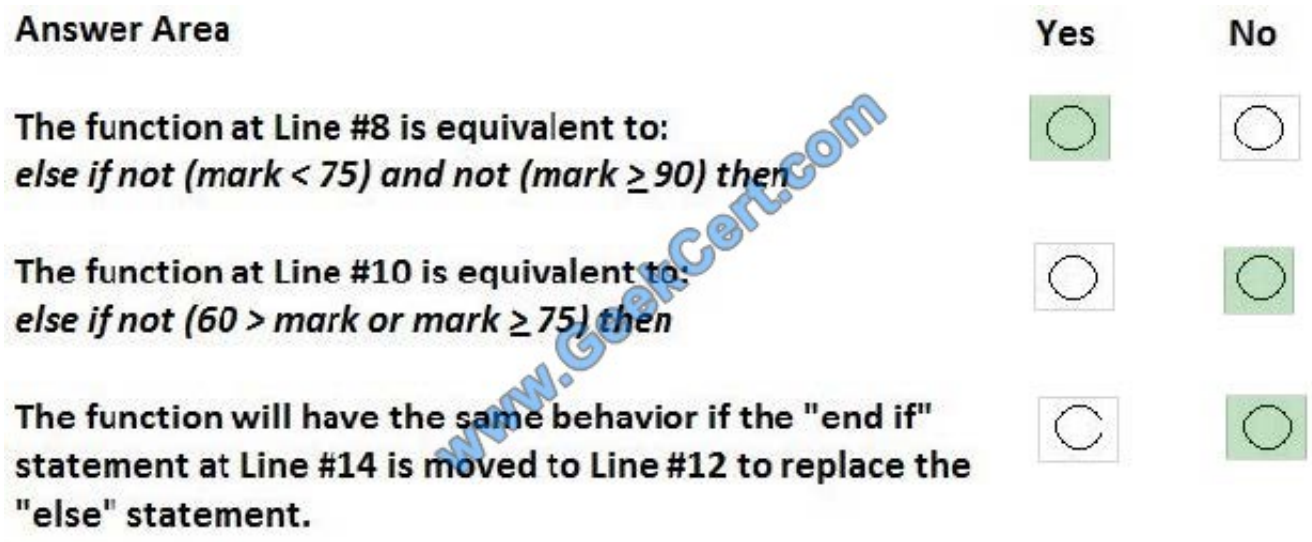
For each of the following statements, select Yes if the statement is true. Otherwise, select No.

NOTE: Each correct selection is worth one point.

Hot Area:



Correct Answer:



QUESTION 5

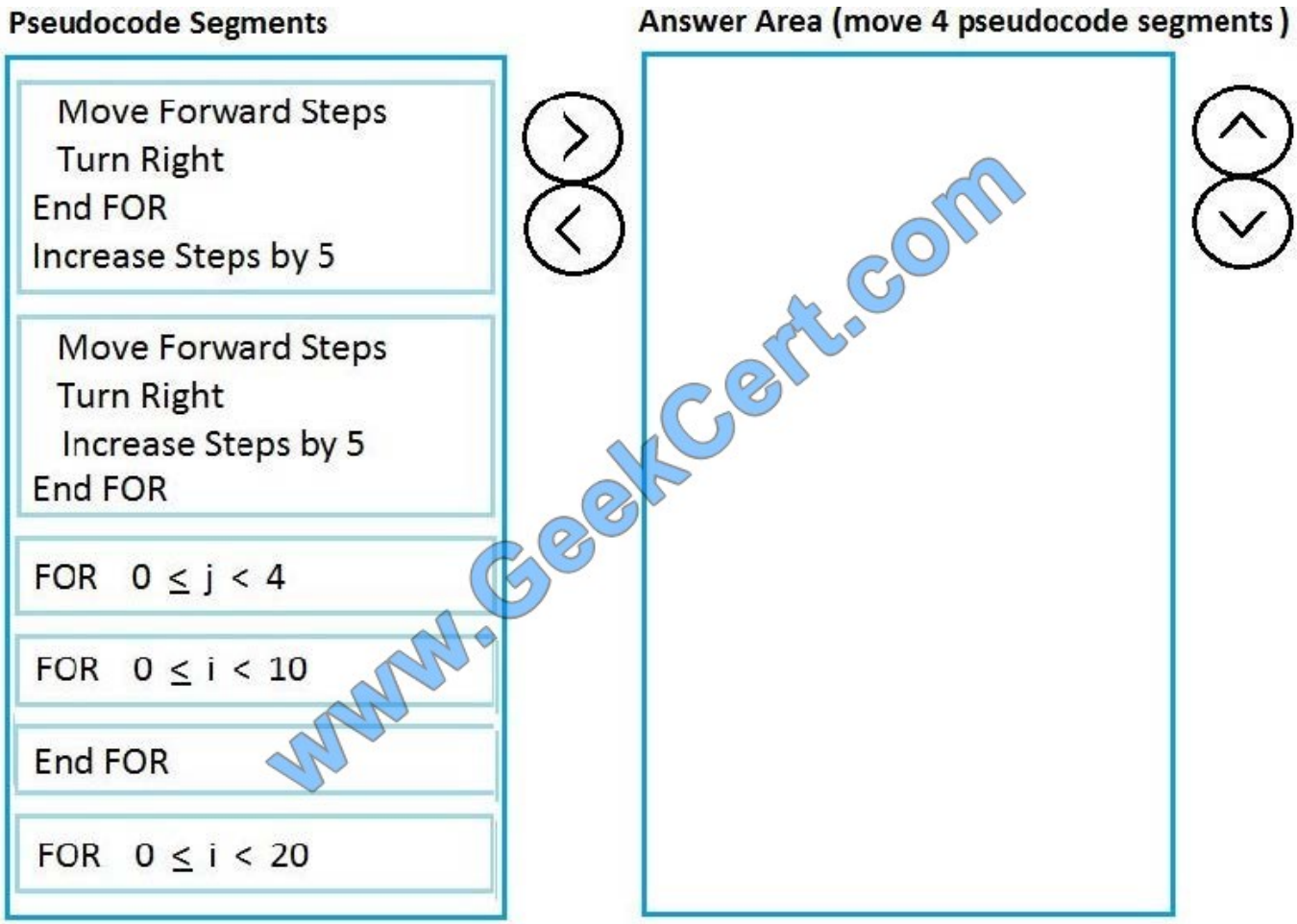
You are writing code to draw the following illustration by using the Turtle object.

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:



Correct Answer: