



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

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

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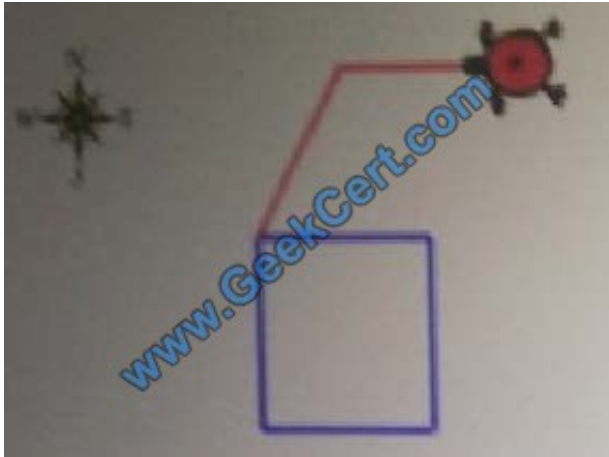
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### QUESTION 1

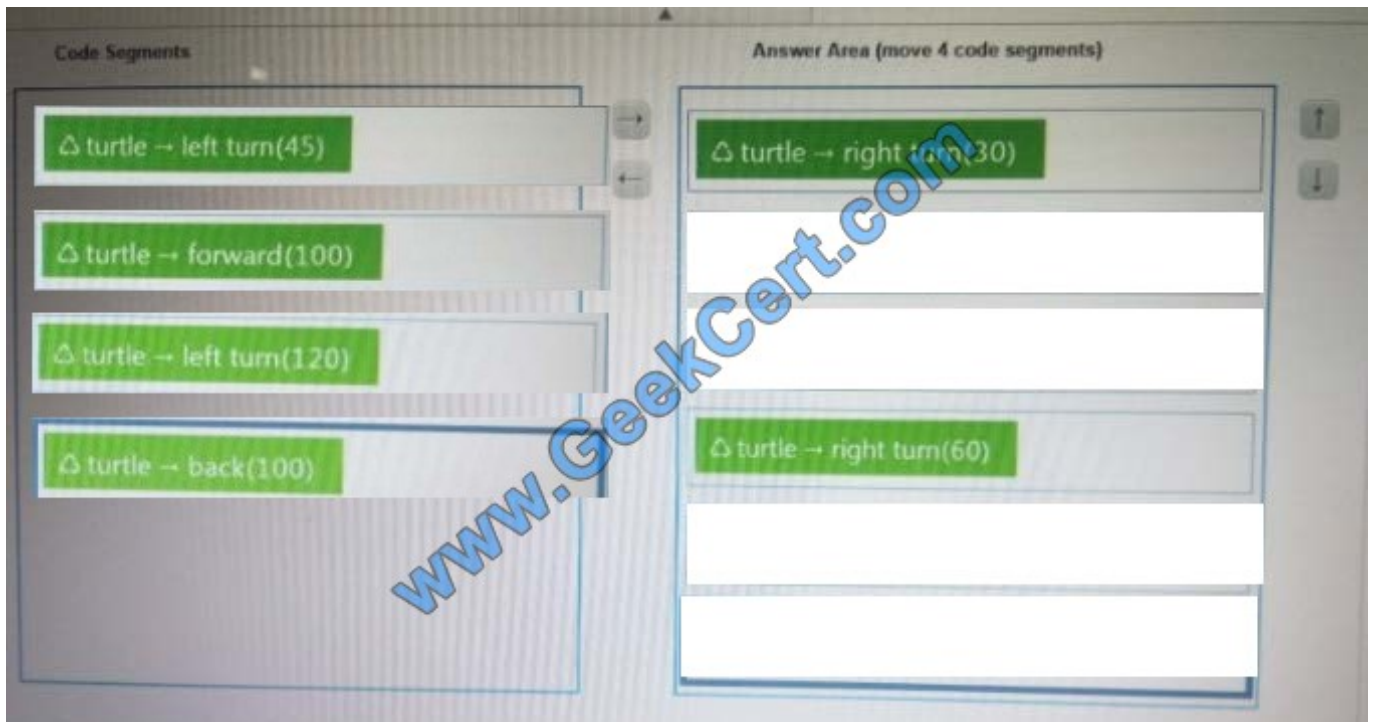
You are creating a drawing app that uses the Touch Develop turtle object. You have written the code to draw a blue square and change the pen color to red. The turtle is positioned at the top right corner of the square, facing north. You need to draw the red lines shown in the following graphic.



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:

### Labels

- Function
- Parameter
- Neither

### Answer Area

#### Examples

- 8
- random number
- drawPolygon
- 360/sides
- Repeat sides

#### Labels

Correct Answer:

### Labels

- Function
- Parameter
- Neither

### Answer Area

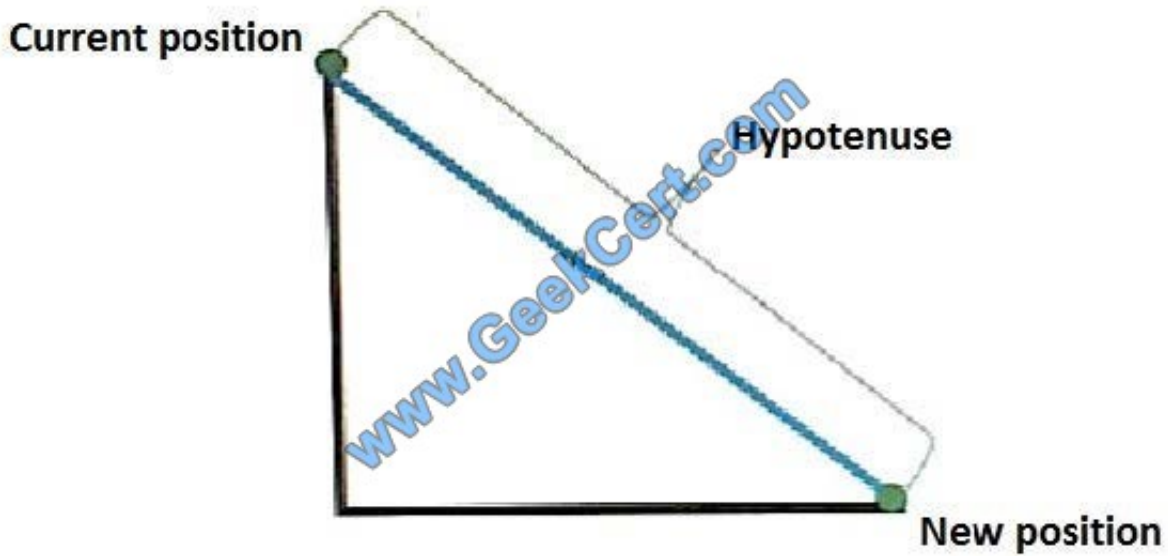
#### Examples

- Parameter
- Neither
- Function
- Parameter
- Neither

#### Labels

### QUESTION 3

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**

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)**





#### 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:

**Answer Area**

**Yes**

**No**

The function at Line #8 is equivalent to:  
*else if not (mark < 75) and not (mark ≥ 90) then*



The function at Line #10 is equivalent to:  
*else if not (60 > mark or mark ≥ 75) then*



The function will have the same behavior if the "end if" statement at Line #14 is moved to Line #12 to replace the "else" statement.



Correct Answer:

**Answer Area**

**Yes**

**No**

The function at Line #8 is equivalent to:  
*else if not (mark < 75) and not (mark ≥ 90) then*



The function at Line #10 is equivalent to:  
*else if not (60 > mark or mark ≥ 75) then*



The function will have the same behavior if the "end if" statement at Line #14 is moved to Line #12 to replace the "else" statement.



**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:

**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  $0 \leq j < 4$

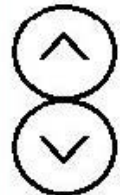
FOR  $0 \leq i < 10$

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



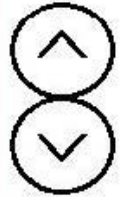
**Answer Area (move 4 pseudocode segments)**

FOR 0 ≤ i < 20

FOR 0 ≤ j < 4

Move Forward Steps  
Turn Right  
Increase Steps by 5  
End FOR

End FOR







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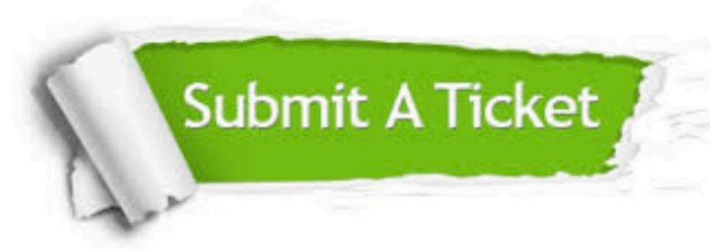
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