



98-380^{Q&As}

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

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QUESTION 1

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 2

You are writing the algorithmic steps to draw a rectangle of a random length and width, calculate the area of the rectangle, and output the calculated area to the screen beneath the rectangle. The width of the rectangle must be greater than its

length.

Which five pseudocode segments should you use to develop the solution? To answer, move the appropriate pseudocode segments from the list of pseudocode 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

FOR $0 \leq i < 4$ Forward length Turn Right
FOR $0 \leq i < 2$ Forward width Turn right Forward length Turn right
Set width equal to length + random number 10 to 100
Output = length * width
Area = length * width
Set length equal to random number 2 to 200
Output area

Answer Area (move 5 pseudocode segments)

Correct Answer:

Pseudocode Segments

FOR $0 \leq i < 4$ Forward length Turn Right
Area = length * width

Answer Area (move 5 pseudocode segments)

Set length equal to random number 2 to 200
Set width equal to length + random number 10 to 100
FOR $0 \leq i < 2$ Forward width Turn right Forward length Turn right
Output = length * width
Output area

QUESTION 3

You are a volunteer for a local charity. You collaborate with other volunteers to build an app for the charity.



Before publishing the app to the general public, you want to make sure it meets the quality standards defined by the charity's board members.

You need to identify the appropriate approaches to control the quality of the app.

For each of the situations, select Yes if the approach is appropriate. Otherwise, select No.

Hot Area:

Answer Area	Yes	No
Conduct peer reviews among developers.	<input type="radio"/>	<input type="radio"/>
Gather feedback through user acceptance testing.	<input type="radio"/>	<input type="radio"/>
Make changes to meet the requirements of each individual user.	<input type="radio"/>	<input type="radio"/>
Identify errors and bugs through comprehensive testing.	<input type="radio"/>	<input type="radio"/>

Correct Answer:

Answer Area	Yes	No
Conduct peer reviews among developers.	<input checked="" type="radio"/>	<input type="radio"/>
Gather feedback through user acceptance testing.	<input checked="" type="radio"/>	<input type="radio"/>
Make changes to meet the requirements of each individual user.	<input type="radio"/>	<input checked="" type="radio"/>
Identify errors and bugs through comprehensive testing.	<input checked="" type="radio"/>	<input type="radio"/>

QUESTION 4

You are mentoring a group of school students who are creating games for a project. The game must display feedback as it is played, as described in the following table.



Score	Feedback
500 or more	You are doing well
Between 50 and 500	Keep playing the game
Below 50	Your score is getting low

You need to help the student group create this code.

Which three code 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.

Select and Place:

Segments

- else if score < 50 then
"Your score is getting low" --> post to wall
- else if 500 < score and score < 500 then
"Your score is getting low" --> post to wall
- if score ≥ 500 then
"You are doing well" --> post to wall
- else
"Keep playing the game" --> post to wall
end if
- else
"Your score is getting low" --> post to wall
end if

Answer Area (move 3 pseudocode segments)

Navigation: > < ^ v

Correct Answer:



Segments

```
else if score < 50 then
    "Your score is getting low" --> post to wall
end if

else
    "Your score is getting low" --> post to wall
end if
```

Answer Area (move 3 pseudocode segments)

```
if score ≥ 500 then
    "You are doing well" --> post to wall
else if 500 < score and score < 50 then
    "Your score is getting low" --> post to wall
else
    "Keep playing the game" --> post to wall
end if
```

The interface shows a drag-and-drop puzzle. The 'Segments' box contains two code blocks: an 'else if' block (red header) and an 'else' block (orange header). The 'Answer Area' box contains three code blocks: an 'if' block (red header), an 'else if' block (red header), and an 'else' block (orange header). Navigation arrows are present on the right side of the answer area.

QUESTION 5

You are creating a new educational computer game. The game will randomly present an arithmetic problem to the user, ask the user to answer the arithmetic problem, and then check the user's answer. Which data structure should you use to store the arithmetic problems?

- A. Object
- B. Variable
- C. Array or collection
- D. Function

Correct Answer: A

References:

https://certipoint.pearsonvue.com/Certifications/Microsoft/MTA/Certify/MTA_OD_380_Intro_to_Programming_Block-Based_Extern.pdf

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