



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

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

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QUESTION 1

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 sprite sheet (☆ shapes sheet)
  sheet → set frame grid ( [ 1 1 1 1 ], 0, 0, 0 )
  var star := sheet → create
end function
```

The code block contains four dropdown menus for the values 1, 4, 5, and 75. Each dropdown menu is currently set to 1.

Correct Answer:



**Answer Area**

```
function main ()
  var board := ⚡ game → start
  var sheet := board → create sprite sheet (⚙ shapes sheet)
  sheet → set frame grid (
  var star := sheet → create
end function
```

**QUESTION 2**

You want to allow a user to choose a picture from his or her device.

Which library includes a function that will accomplish this goal? To answer, select the appropriate library in the answer area.

Hot Area:

**Answer Area**

board wall ⚡ game colors art math  
time senses ▶ code ⚡ libs bazaar locations  
media collections player web invalid maps  
phone languages social

Correct Answer:



Answer Area



References: <https://www.touchdevelop.com/docs/how-to-search>

QUESTION 3

Which scenarios are implemented using an event? For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

Answer Area

Yes No

Code executes when a user presses a key.



Code executes based on a variable's value.



Code executes when a user rotates a device.



Correct Answer:

Answer Area

Yes No

Code executes when a user presses a key.



Code executes based on a variable's value.



Code executes when a user rotates a device.

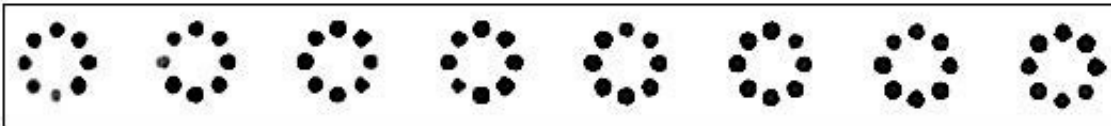




#### QUESTION 4

You work as a game developer at Tailspin Toys.

Your colleague created a script to display an animation using the following sprite sheet and Touch Develop code.



```
function main ()  
  var board := △ game → start  
  var sheet := board → create sprite sheet (0 wheel sheet)  
  sheet → set frame grid (1, 8, 80, 80, 0, 0, 0)  
  sheet → add animation ("loading", "6,3,8,1,4,2,7,5,6" → split(",")  
    , 0, 1, false)  
  var wheel := sheet → create sprite ("6")  
  var anim := wheel → create animation  
  anim → play frames ("loading")  
  anim → repeat (20, false)  
end function
```



How many times will the animation play?

- A. The animation will play once.
- B. The animation will not play.
- C. The animation will play twenty times.
- D. The animation will play infinitely.

Correct Answer: C



### QUESTION 5

Your programming teacher gives you the following pseudocode:

Create a Human named myHuman

// Things the Human can do

sleep (8)

wake (time)

You need to determine if the underlined items in the pseudocode are objects, functions, or parameters. To answer, drag the appropriate option from the column on the left to the code element on the right. Each answer may be used once,

more than once, or not at all.

NOTE: Each correct match is worth one point.

Select and Place:

#### Options

Object

Function

Parameter

#### Answer Area

myHuman

sleep

time

wake

8

Correct Answer:



**Options**

Object

Function

Parameter

**Answer Area**

Object

Function

Parameter

Function

Parameter

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