



98-380^{Q&As}

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

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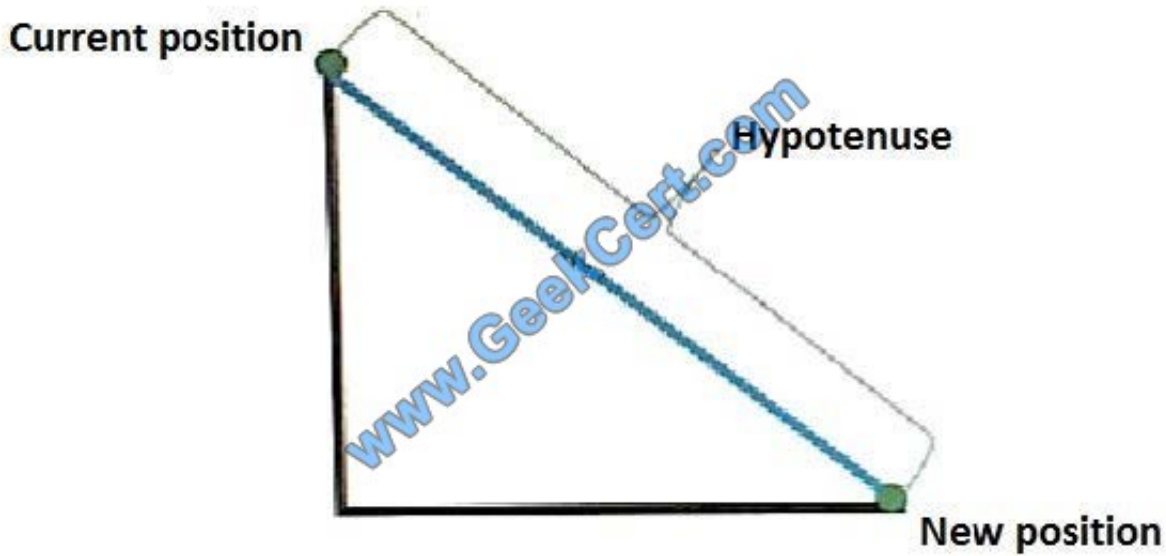
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QUESTION 1

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 2

You and your friends are creating a game using random letters from A - F in three possible positions.

You split up the work between members of the group. You are assigned the code that awards 500 points and 5 life points if the words ACE or BAD appear.

You need to complete the conditional statement by choosing AND, OR, or NOT.

Which code should you use? To answer, select the appropriate code segments in the answer area.

Hot Area:

Answer Area

```

if (letter1 → picture → equals(⚙ A letter 1)  letter2
→ picture → equals(⚙ Letter_C)  letter3 → picture
→ equals(⚙ E1_letter))  (letter1 → picture → equals(⚙
Letter B)  letter2 → picture → equals(⚙ A letter 1) 
letter3 → picture → equals(⚙ Letter D)) then



```

Correct Answer:

Answer Area

```

if (letter1 → picture → equals(⚙ A letter 1)  letter2
→ picture → equals(⚙ Letter_C)  letter3 → picture
→ equals(⚙ E1_letter))  (letter1 → picture → equals(⚙
Letter B)  letter2 → picture → equals(⚙ A letter 1) 
letter3 → picture → equals(⚙ Letter D)) then



```



QUESTION 3

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 < 50 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)

>
<

>
<

Correct Answer:



Segments

else if score < 50 then

"Your score is getting low" --> post to wall

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

QUESTION 4

Best For You Organics Company just completed their annual inventory and found that their automated inventory system is not working correctly. The table below shows the results from the beginning inventory, physical inventory, and the reported inventory from the automated system.

Juice Type	Starting Inventory	Physical Inventory	Automated Inventory
Apple Berry	10	6	2
Pear Guava	20	14	8
Orange Banana	15	7	-1
Pineapple Coconut	30	10	-10

The company wants you to look at their inventory program and devise a plan for solving their inventory problems.

What step-by-step proposal should you present to the company? To answer, move all actions from the list of actions to the answer area and arrange them in the correct order.

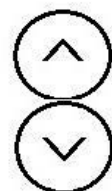
Select and Place:



Actions

Answer Area (move all actions)

- Review the current program to identify the problem areas.
- Create a new program reusing as many portions of the current code as possible.
- Test the program to determine anomalies.
- Publish the program.
- Correct any anomalies.

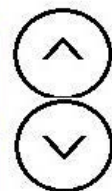


Correct Answer:

Actions

Answer Area (move all actions)

-
-
-
-
-



- Review the current program to identify the problem areas.
- Create a new program reusing as many portions of the current code as possible.
- Test the program to determine anomalies.
- Correct any anomalies.
- Publish the program.

QUESTION 5

Humberto wants to create a Touch Develop game that he can play with his friends competing for the highest score. Because Humberto's friends live out of state, he needs to create a game that can be played on different devices with each

player's score being saved and compared to the other friend's scores. He needs help determining the right type of variable to store the highest player's score for use in his game.

You need to give Humberto advice on the correct type of variable he needs to create for his game.

Which variable type should you recommend?



- A. Table
- B. Global
- C. Local
- D. Cloud

Correct Answer: B

References: <http://bjc.berkeley.edu/bjc-r/cur/programming/variables/global-variables.html>

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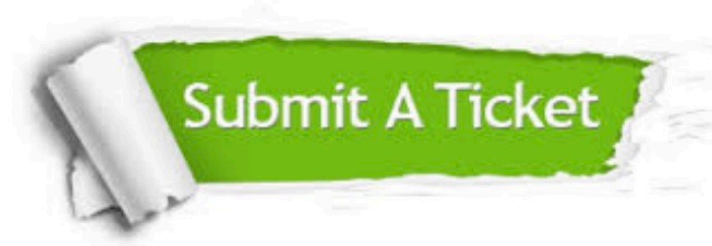
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