98-380 Q&As

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

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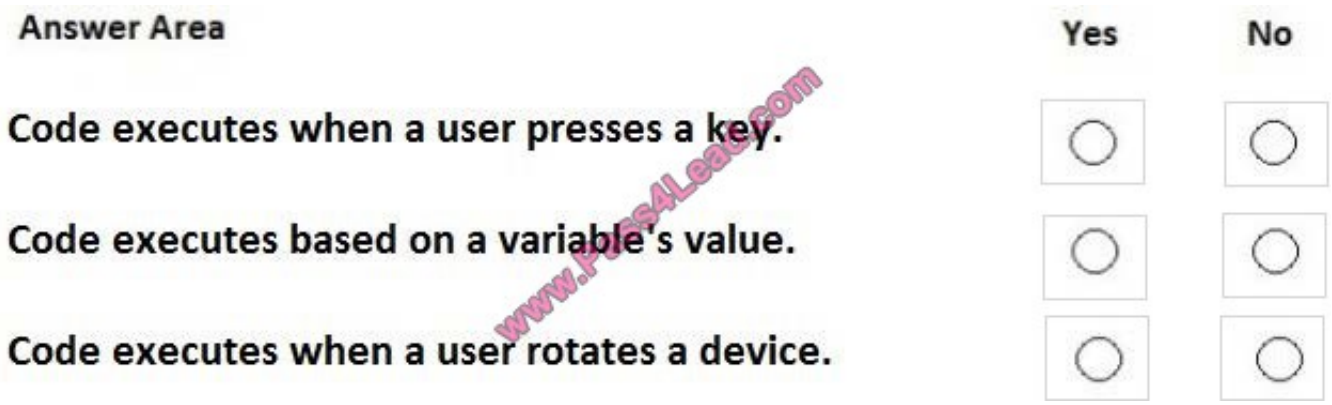
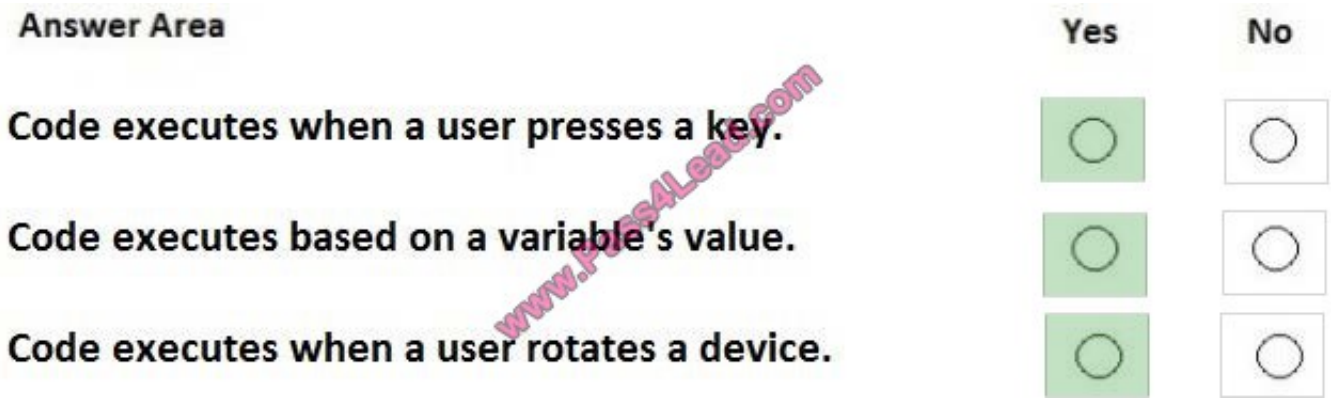
QUESTION 1

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:



Correct Answer:

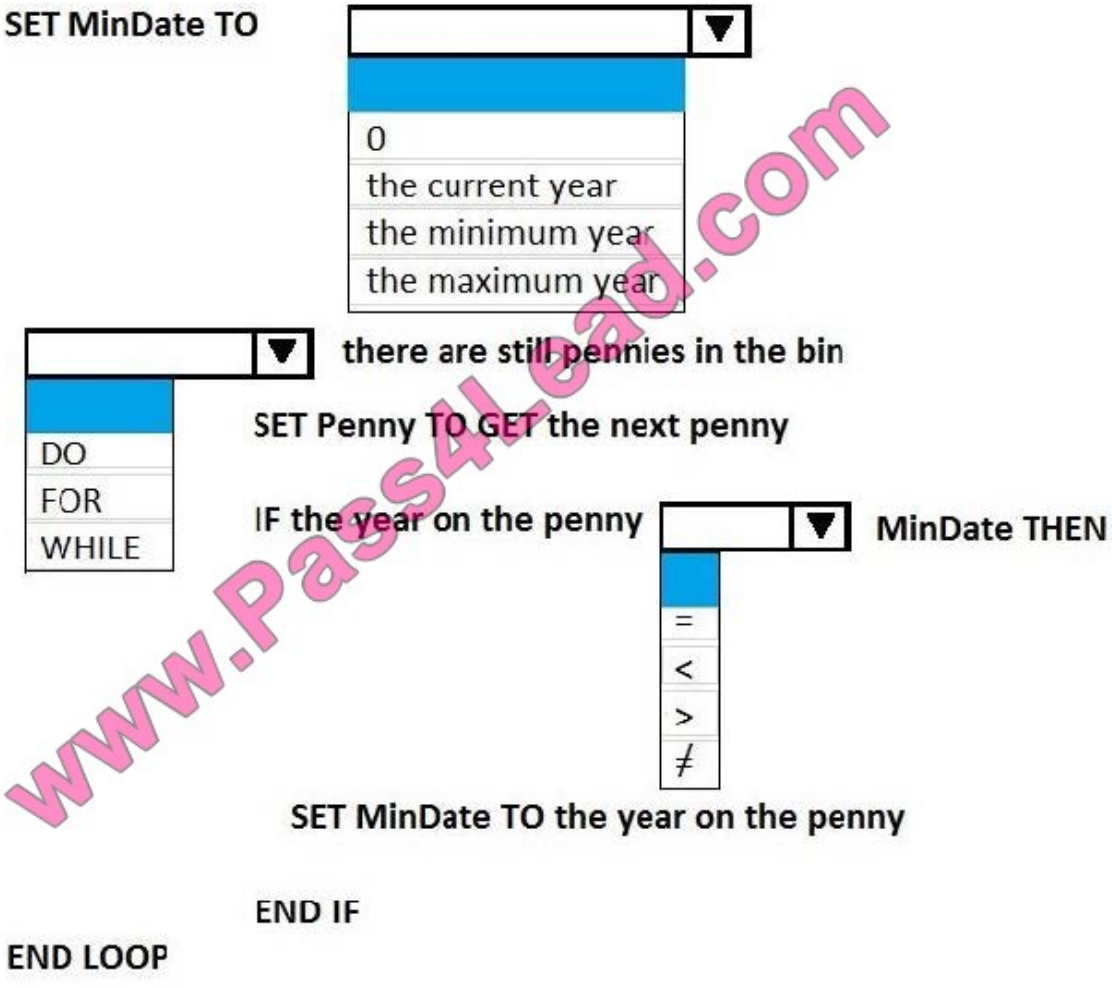


QUESTION 2

A coin minting agency hires you to find the oldest known minted pennies. The agency has a coin machine. You need to create the algorithm to identify the oldest minted year of the pennies inserted into the machine. How should you complete the algorithm? To answer, select the appropriate options in the answer area. NOTE: Each correct selection is worth one point.

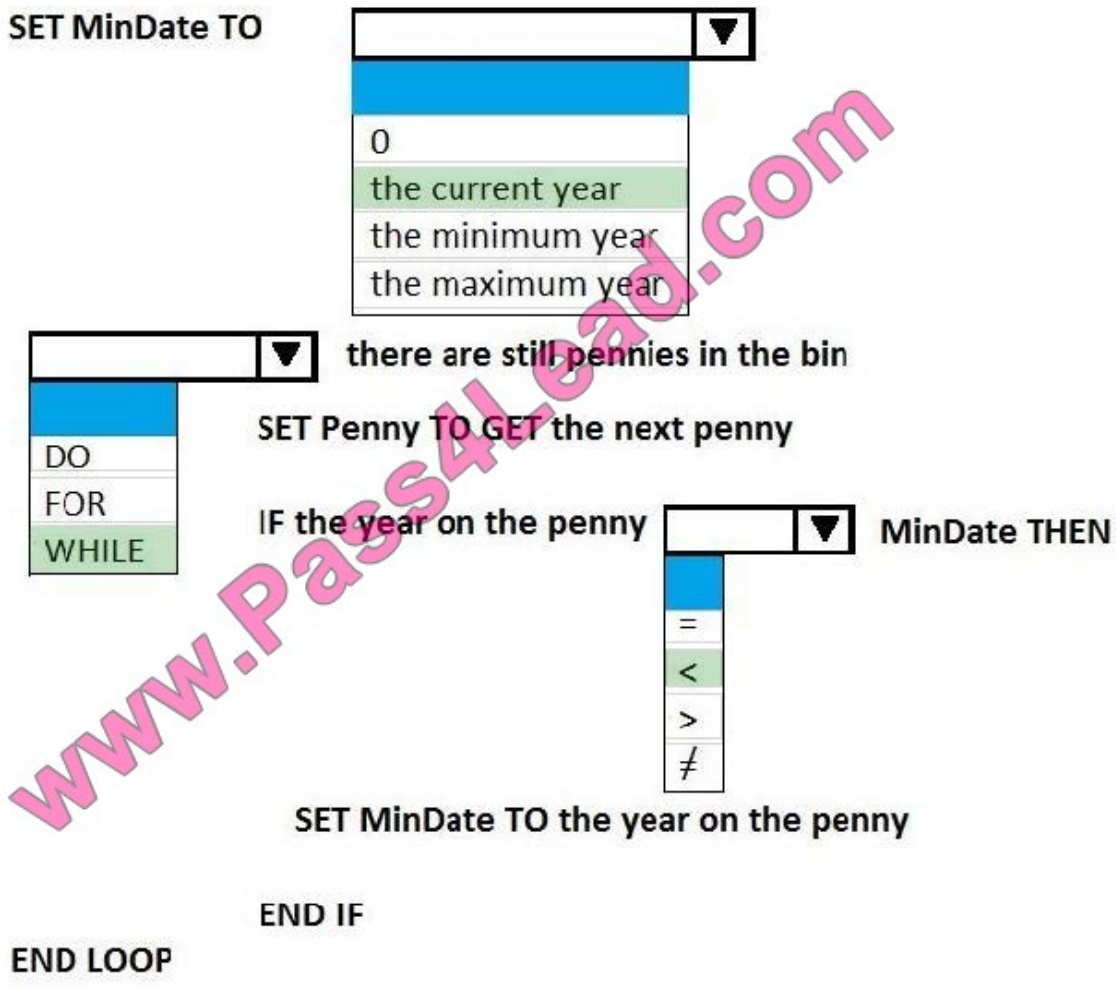
Hot Area:

Answer Area



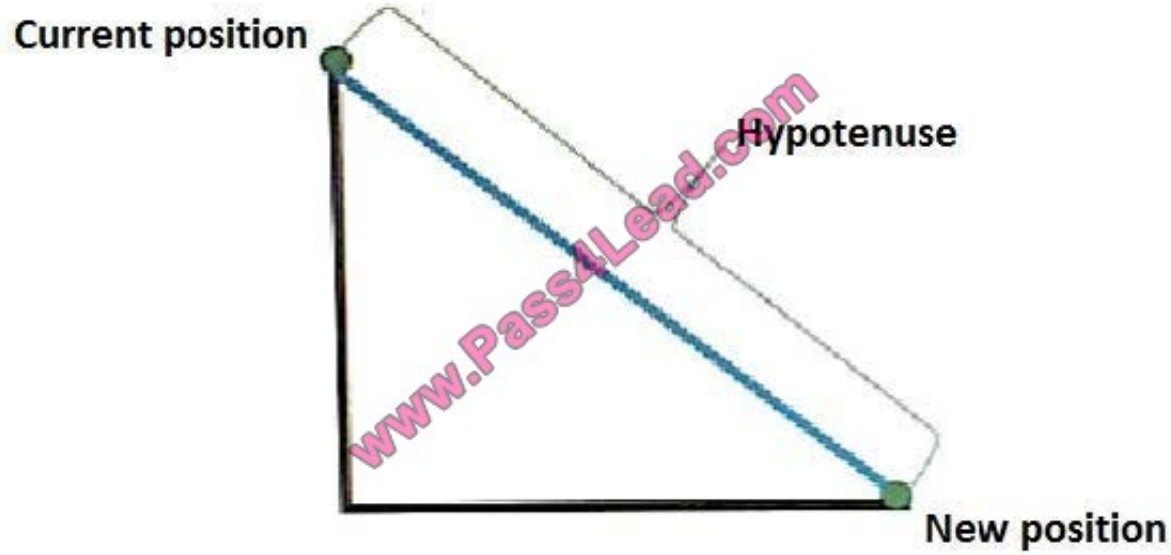
Correct Answer:

Answer Area



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

   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

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)
```

SET xSpeed TO ▼		0	factor
		100	factor * (x - sprite --> x) / hypotenuse
SET xSpeed TO ▼		0	factor
		100	factor * (x - sprite --> x) / hypotenuse
SET ySpeed TO ▼		0	factor
		100	factor * (y - sprite --> y) / hypotenuse
SET ySpeed TO ▼		0	factor
		100	factor * (y - sprite --> y) / hypotenuse

QUESTION 4

This question requires that you evaluate the underlined text to determine if it is correct.

Sunny, Rainy, and Cloudy control the weather of a magic kingdom.

Citizens of the kingdom are not happy with their service because the weather changes too rapidly. To make the citizens happy, Sunny, Rainy, and Cloudy agree that only one of them will control the weather at a time. To determine who

controls the weather next, they design a game to solve the problem.

Sunny, Rainy, and Cloudy play the game every few hours. Because Sunny is the youngest of the three. Rainy always lets Sunny move first. The winner gets the right to control the weather. If there is no winner between Sunny and Rainy,

Cloudy controls the weather. The game play for all three conditions is shown in the exhibits. (Click the Sunny wins tab, the Rainy wins tab and the Neither wins tab to view the exhibits.)

You create the following algorithm to define the game play:

```
REPEAT UNTIL someone controls the weather
    Sunny makes a move.
    Rainy makes a move.
    IF Sunny has a winning line THEN
       Sunny controls the weather.
    END IF
    IF Rainy has a winning line THEN
       Rainy controls the weather.
    END IF
    If the board is full THEN
       Cloudy controls the weather.
    END IF
END REPEAT
```


This algorithm will produce the correct result.

Review the underlined text. If it makes the statement correct, select "No change is needed." If the statement is incorrect, select the answer choice that makes the statement correct.

A. No change is needed.

B. will cause an endless loop.

C. might give Rainy control of the weather when Sunny wins.

D. might give Sunny control of the weather when Rainy wins.

Correct Answer: A

References: https://www.bbc.co.uk/education/guides/zrxncdm/revision/6

QUESTION 5

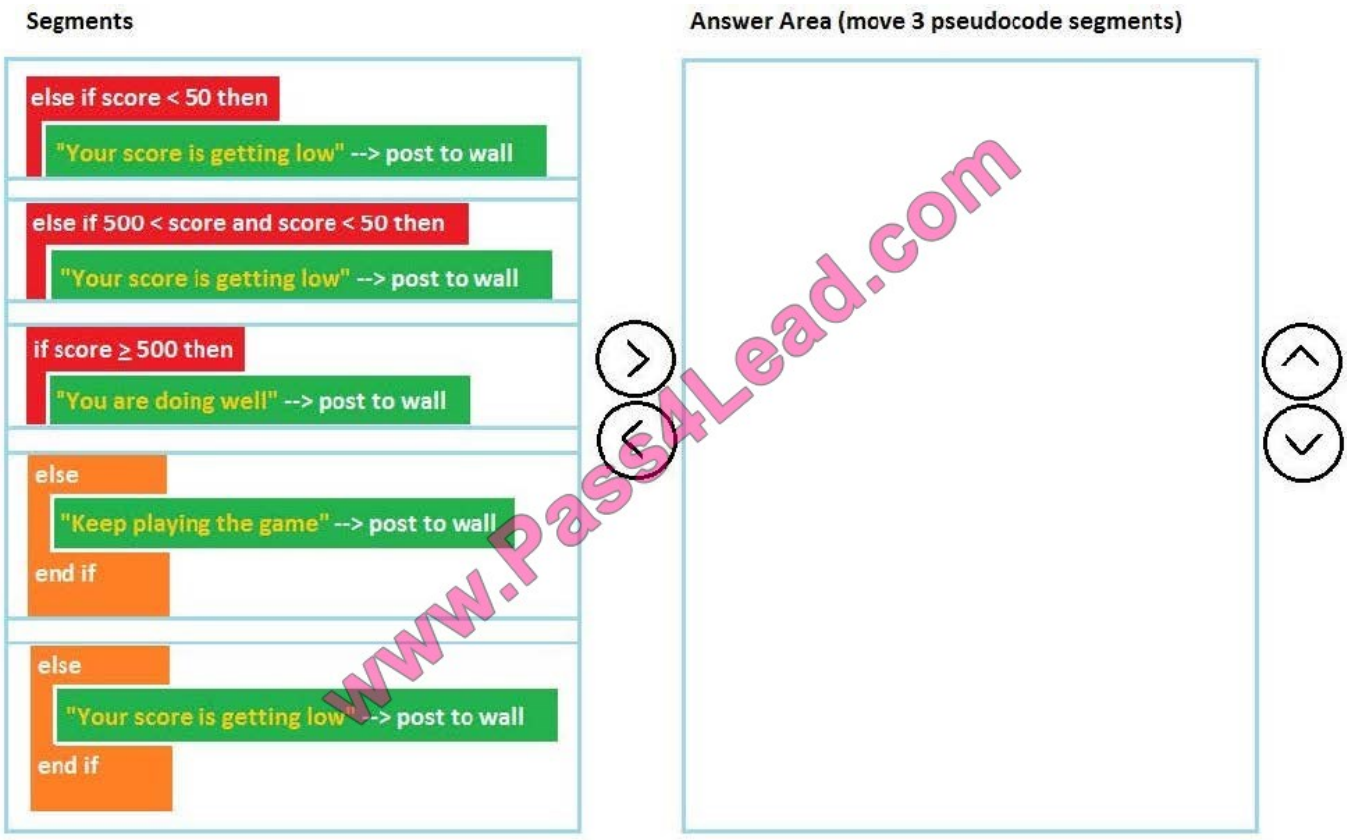
You are mentoring a group of school students who are creating games for a project. The game must display feedback as it is played, as described in the following table.

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

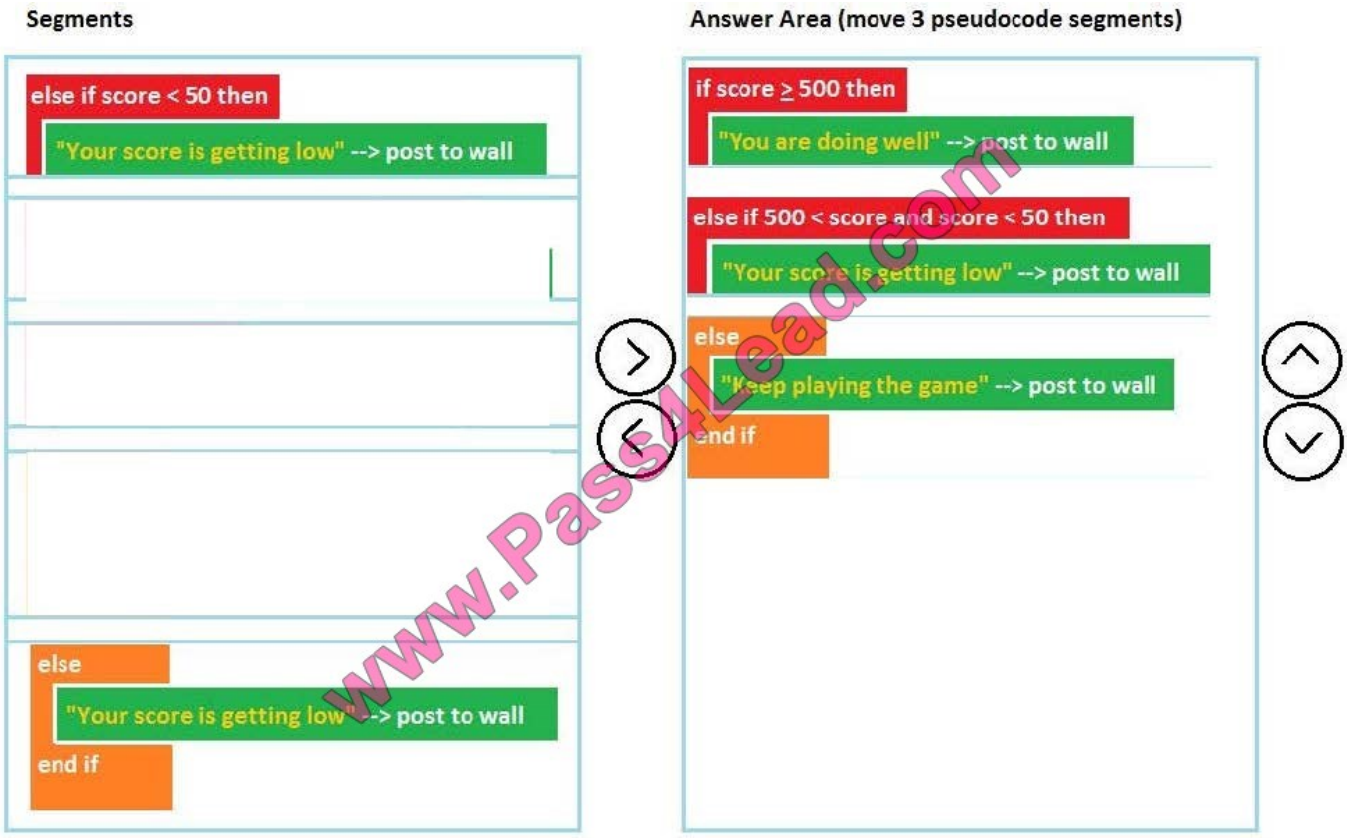
You need to help the student group create this code.

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:



Correct Answer:



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