



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

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:

Answer Area	Yes	No
Code executes when a user presses a key.	<input type="radio"/>	<input type="radio"/>
Code executes based on a variable's value.	<input type="radio"/>	<input type="radio"/>
Code executes when a user rotates a device.	<input type="radio"/>	<input type="radio"/>

Correct Answer:

Answer Area	Yes	No
Code executes when a user presses a key.	<input checked="" type="radio"/>	<input type="radio"/>
Code executes based on a variable's value.	<input checked="" type="radio"/>	<input type="radio"/>
Code executes when a user rotates a device.	<input checked="" type="radio"/>	<input type="radio"/>

### 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

SET MinDate TO

	▼
0	
the current year	
the minimum year	
the maximum year	

	▼
DO	
FOR	
WHILE	

there are still pennies in the bin

SET Penny TO GET the next penny

IF the year on the penny

	▼
=	
<	
>	
≠	

MinDate THEN

SET MinDate TO the year on the penny

END IF

END LOOP

Correct Answer:



Answer Area

SET MinDate TO 

	▼
0	
the current year	
the minimum year	
the maximum year	

	▼
DO	
FOR	
WHILE	

 there are still pennies in the bin

SET Penny TO GET the next penny

IF the year on the penny 

	▼
=	
<	
>	
≠	

 MinDate THEN

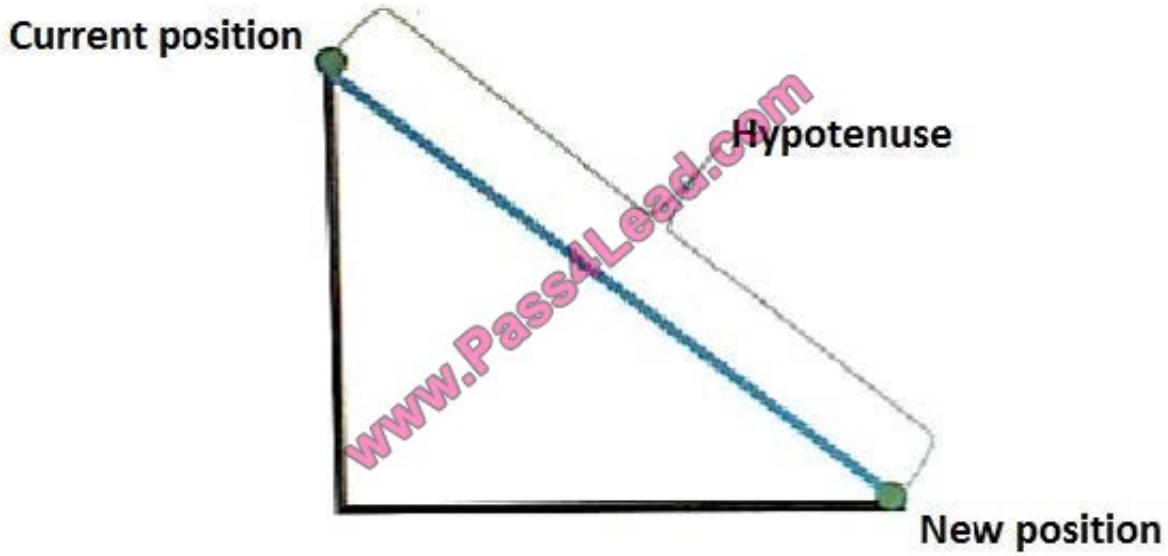
SET MinDate TO the year on the penny

END IF

END LOOP

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)



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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**

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:

**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)**

>  
<

^  
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
end if

else if 500 < score and score < 50 then
  "Your score is getting low" --> post to wall
end if

else
  "Keep playing the game" --> post to wall
end if
```



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