



98-380^{Q&As}

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

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QUESTION 1

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>

QUESTION 2

The code in the following exhibit calls the GetSprites function to return a Sprite Set object.



How can you add code that retrieves the fourth sprite from the Sprite Set object? To answer, select the appropriate function or operator in the answer area.

Hot Area:



Answer Area

GetSprites returns Sprite Set -- a function

Correct Answer:

Answer Area

GetSprites returns Sprite Set -- a function

QUESTION 3

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 4

Adventure Works is writing an application in TouchDevelop using a sprite named football3. You set the following variables to determine the dimensions of the board:



When the user clicks the football, it must move to a random location and bounce repeatedly off the bottom of the game board.

You need to write the code to move and bounce the football.

How should you complete the code? To answer, drag the appropriate code segments to the correct location. Each segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view

content.

NOTE: More than one answer choice combinations is correct. You will receive credit for any of the correct combinations you select.

NOTE: Each correct selection is worth one point.

Select and Place:

Segments

- `football3 --> set pos(20 + math --> random(20, width), 20 + math --> random(20, height))`
- `board --> set gravity(0, 50)`
- `board --> create boundary(0)`
- `football3 --> set pos(20 + math --> random range(20, width), 20 + math --> random range(20, height))`
- `football3 --> set gravity(0, 50)`
- `board --> create boundary(bottom)`

Answer Area

```

football3 --> on tap(tapped)
  where tapped(x: Number, y: Number) is
    end
  end

```

Correct Answer:



Segments

football3 -> set pos(20 + math -> random(20, width), 20 + math -> random(20, height))

board -> set gravity(0, 50)

board -> create boundary(bottom)

Answer Area

board -> create boundary(0)

football3 -> set gravity(0, 50)

football3 -> on tap(tapped)

where tapped(x: Number, y: Number) is

football3 -> set pos(20 + math -> random range(20, width), 20 + math -> random range(20, height))

end

end

QUESTION 5

You are hired by a taxing authority to create an algorithm for calculating income tax. The income tax system is a progressive tax system.

Any income at \$10,000 or below should be taxed at 10 percent. Any income greater than \$10,000 but less than \$50,000 should be taxed at 20 percent. Any income at \$50,000 or greater should be taxed at 30 percent. An example of how the system works is shown in the following table.

Income	Taxed at 10%	Taxed at 20%	Taxed at 30%
\$10,000	\$10,000	0	0
\$50,000	\$10,000	\$40,000	0
\$51,000	\$10,000	\$40,000	\$1,000

How should you complete the pseudocode? To answer, select the appropriate pseudocode segments in the answer area. NOTE: Each correct selection is worth one point.

Hot Area:



Answer Area

```
IF Income  THEN
  
  > 50000
  <=10000
  TAX = 
  30 * Income
  10 * Income
  0.30 * Income
  0.10 * Income
ELSE IF income  THEN
  
  > 10000
  <= 50000
  TAX = 
  20 * Income
  0.20 * Income
  1000 + 0.20 * (Income - 10000)
ELSE
  TAX = 
  30 * Income
  0.10 * Income
  0.30 * Income
  9000 + 0.30 * (Income - 50000)
END IF
```



Correct Answer:



Answer Area

IF Income THEN

> 50000
<=10000

TAX =

30 * Income
10 * Income
0.30 * Income
0.10 * Income

ELSE IF income THEN

> 10000
<= 50000

TAX =

20 * Income
0.20 * Income
1000 + 0.20 * (Income - 10000)

ELSE

TAX =

30 * Income
0.10 * Income
0.30 * Income
9000 + 0.30 * (Income - 50000)

END IF



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