98-380^{Q&As}

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

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QUESTION 1

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:

Correct Answer:

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.
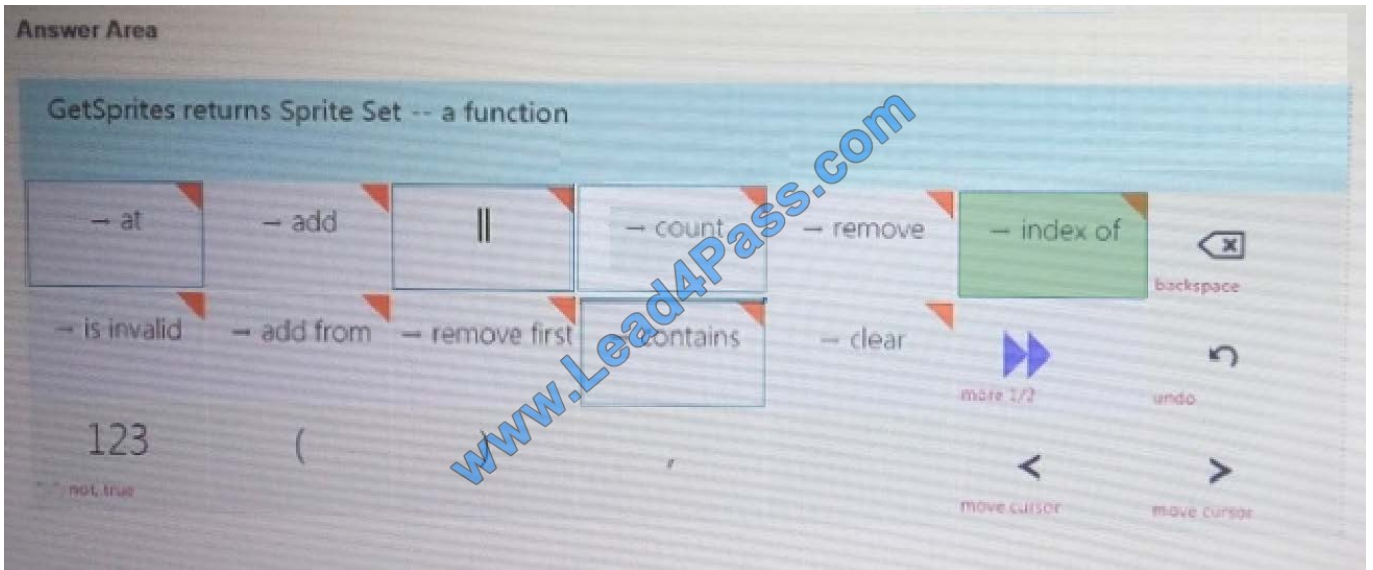
Hot Area:

Correct Answer:

QUESTION 3

You are a volunteer for a local charity. You collaborate with other volunteers to build an app for the charity.

Before publishing the app to the general public, you want to make sure it meets the quality standards defined by the charity's board members.

You need to identify the appropriate approaches to control the quality of the app.

For each of the situations, select Yes if the approach is appropriate. Otherwise, select No.

Hot Area:

Answer Area	Yes	No
Conduct peer reviews among developers.	○	○
Gather feedback through user acceptance testing.	○	○
Make changes to meet the requirements of each individual user.	○	○
Identify errors and bugs through comprehensive testing.	○	○

Correct Answer:

Answer Area	Yes	No
Conduct peer reviews among developers.	⦿	○
Gather feedback through user acceptance testing.	⦿	○
Make changes to meet the requirements of each individual user.	○	⦿
Identify errors and bugs through comprehensive testing.	⦿	○

QUESTION 4

Which statements correctly describe libraries? For each of the following statements. Select Yes if the statement is true. Otherwise, select No.

Hot Area:

Answer Area	Yes	No
Libraries restrict the sharing of code by limiting the number of events in a program.	○	○
A game library could include common operations for scoring, lives, a leaderboard, and a physics engine to use in coding a game.	○	○
A disadvantage of libraries is that code cannot be reused in more than one script.	○	○

Correct Answer:

Answer Area	Yes	No
Libraries restrict the sharing of code by limiting the number of events in a program.	●	○
A game library could include common operations for scoring, lives, a leaderboard, and a physics engine to use in coding a game.	○	●
A disadvantage of libraries is that code cannot be reused in more than one script.	●	○

QUESTION 5

You are writing a game that allows a player to bounce a basketball in place five times, 100 pixels high, regardless of where the basketball is on the screen. The basketball must bounce down before it bounces up. How should you complete the code? To answer, select the appropriate options in the answer area.

Hot Area:

Correct Answer:

Answer Area

```
var sprite := ♻ game → create sprite(✿ Basketball)

var anim := sprite → create animation

var originalPosition := [ sprite → x ]

for 0 ≤ i < 5 do

    anim → move to(0.3, "cubic", "inout", [ sprite → y, ▼ ]
    [ sprite → y -100) ▼ ]

    anim → move to(0.3, "cubic", "inout", [ sprite → y ▼ ]
    [ sprite → y) ]

end for
```

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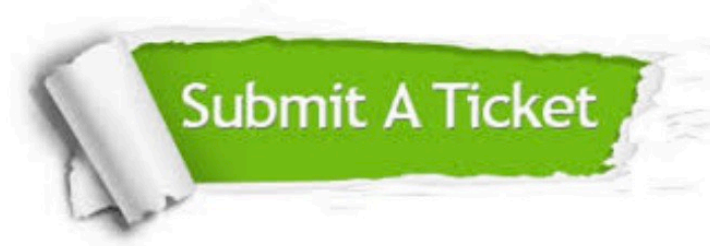Multi-Platform capabilities - Windows, Mac, Android, iPhone, iPod, iPad, Kindle

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