



98-380^{Q&As}

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

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QUESTION 1

You create a collection named players in TouchDevelop. You add four names to the collection.

You need to display each of the names on the wall.

Which two lines of code should you use? (Choose two.)

- A. show s
- B. display s
- C. For var s in players = 1 to 4
- D. While var s in players
- E. For each var s in players

Correct Answer: AE

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

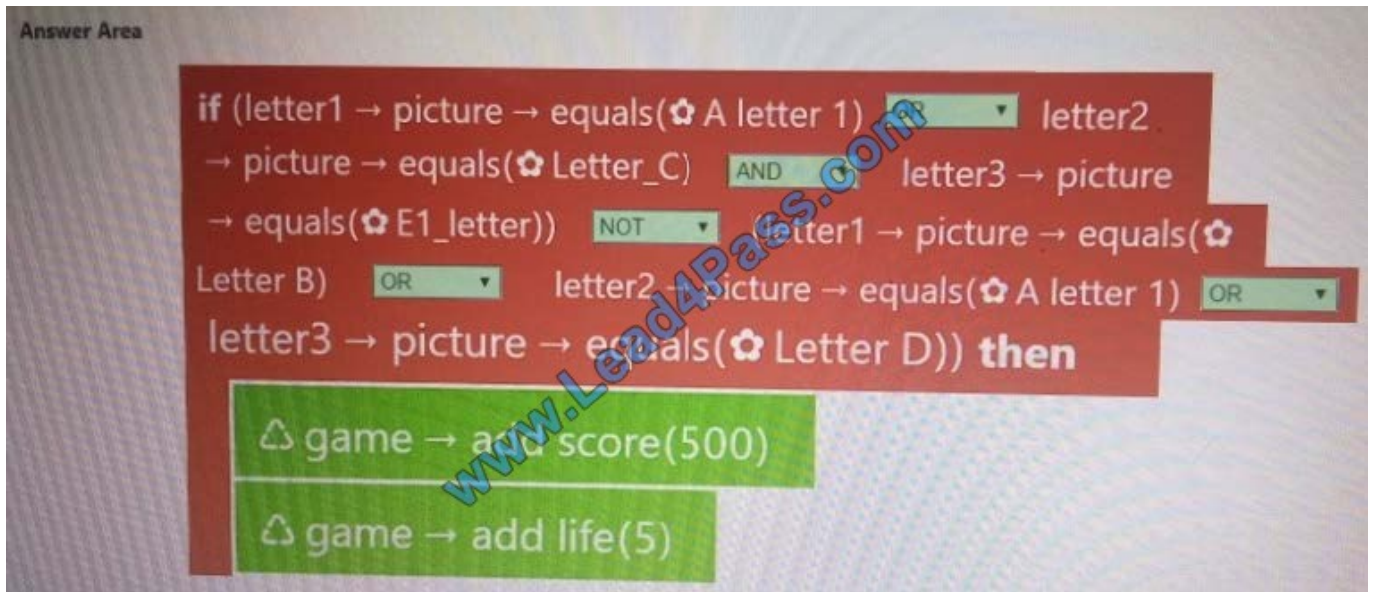
```
if (letter1 → picture → equals(⊛ A letter 1) [ ] letter2  
→ picture → equals(⊛ Letter_C) [AND] letter3 → picture  
→ equals(⊛ E1_letter) [NOT] letter1 → picture → equals(⊛  
Letter B) [OR] letter2 → picture → equals(⊛ A letter 1) [OR]  
letter3 → picture → equals(⊛ Letter D)) then
```

[] game → add score(500)

[] game → add life(5)



Correct Answer:



QUESTION 3

You are building a treasure hunt game.

When the player opens a treasure box, a random prize might be awarded with the following probabilities:

Gold Prize 2%

Silver Prize 5%

Bronze Prize 20%

You are designing an algorithm to decide the prize using the random function. The random(limit) function returns a random integer between 1 and limit, including limit. For example, if the limit is 20, the function returns a value between 1 and

20.

Hot Area:



```
Answer Area

SET value TO random(100)

IF value < 0.02 THEN

    RETURN "Gold"

ELSE IF value < 5 THEN

    RETURN "Silver"

ELSE IF value < 0.2 THEN

    RETURN "Bronze"

ELSE

    RETURN "Empty"

END IF
```

Correct Answer:

```
Answer Area

SET value TO random(100)

IF value < 0.02 THEN

    RETURN "Gold"

ELSE IF value < 5 THEN

    RETURN "Silver"

ELSE IF value < 0.2 THEN

    RETURN "Bronze"

ELSE

    RETURN "Empty"

END IF
```



QUESTION 4

You are a tutor at a company college. You write the following function to provide overall feedback based on the mark of each assignment:

```
01 function feedback (  
02     mark: Number)  
03     returns (  
04         message: String)  
05     do  
06         if mark ≥ 90 then  
07             return "Excellent"  
08         else if 75 ≤ mark and mark < 90 then  
09             return "Very Good!"  
10         else if 60 ≤ mark and mark < 75 then  
11             return "Good!"  
12         else  
13             return "Try Again!"  
14         end if  
15     end function
```

You need to evaluate the code.



For each of the following statements, select Yes if the statement is true. Otherwise, select No.

NOTE: Each correct selection is worth one point.

Hot Area:

Answer Area

Yes

No

The function at Line #8 is equivalent to:
else if not (mark < 75) and not (mark ≥ 90) then

The function at Line #10 is equivalent to:
else if not (60 > mark or mark ≥ 75) then

The function will have the same behavior if the "end if" statement at Line #14 is moved to Line #12 to replace the "else" statement.

Correct Answer:

Answer Area

Yes

No

The function at Line #8 is equivalent to:
else if not (mark < 75) and not (mark ≥ 90) then

The function at Line #10 is equivalent to:
else if not (60 > mark or mark ≥ 75) then

The function will have the same behavior if the "end if" statement at Line #14 is moved to Line #12 to replace the "else" statement.

QUESTION 5

You analyze the following pseudocode for playing a dice game:



```
SET Points TO 0
SET First Roll TO True
DO UNTIL User Quits
  SET Dice1 TO Random Number from 1 to 6
  SET Dice2 TO Random Number from 1 to 6
  Set Sum TO Dice1 + Dice2
  IF First Roll = True THEN
    IF Sum = 2, 3, or 12 THEN
      Player Loses
      SET First Roll TO True
    ELSE IF Sum = 7 or 11 THEN
      Player Wins
      Set First Roll TO True
    ELSE
      SET Point TO Sum
      SET First Roll TO False
    End If
  ELSE IF Sum = 7 THEN
    Player Loses
  ELSE IF Sum = Point THEN
    Player Win
  END IF
LOOP
```

A player rolls the dice three times with the following results:

Roll1: 3 and 5

Roll2: 2 and 6

Roll3: 4 and 3

You need to determine what happens with each roll of the dice.

What are the outcomes for each roll? To answer, select the appropriate options in the answer area.

Hot Area:



Answer Area

Roll 1

	▼
Player wins	
Player loses	
Player does not win or lose	

Roll 2

	▼
Player wins	
Player loses	
Player does not win or lose	

Roll 3

	▼
Player wins	
Player loses	
Player does not win or lose	

Correct Answer:



Answer Area

Roll 1

	▼
Player wins	
Player loses	
Player does not win or lose	

Roll 2

	▼
Player wins	
Player loses	
Player does not win or lose	

Roll 3

	▼
Player wins	
Player loses	
Player does not win or lose	



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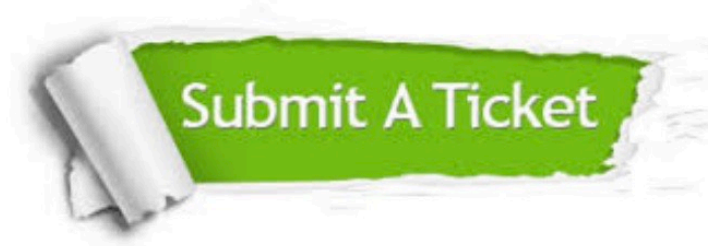
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