



98-380^{Q&As}

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

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QUESTION 1

You are creating a Touch Develop app that determines whether a given year is a leap year. You are given the following leap year requirements:

A year is a leap year if it is divisible by 4 but not by 100. If the year is divisible by 4 and by 100, it is not a leap year unless it is also divisible by 400.

You need to write the code to accept a year as user input and output whether it is a leap year to the wall.

How should you complete the code? To answer, drag the appropriate code segment to the correct location. Each code segment must 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.

Select and Place:

Code segments

is leap year := true

is leap year := false

Answer Area

```
script Leap Year
function main ()
  var
  var year := wall → ask number("Enter a year")
  if math → mod(year, 4) ≠ 0 then
  else if math → mod(year, 100) ≠ 0 then
  else if math → mod(year, 400) ≠ 0 then
  else do nothing end if
  is leap year → post to wall
end function
```

Correct Answer:



Code segments

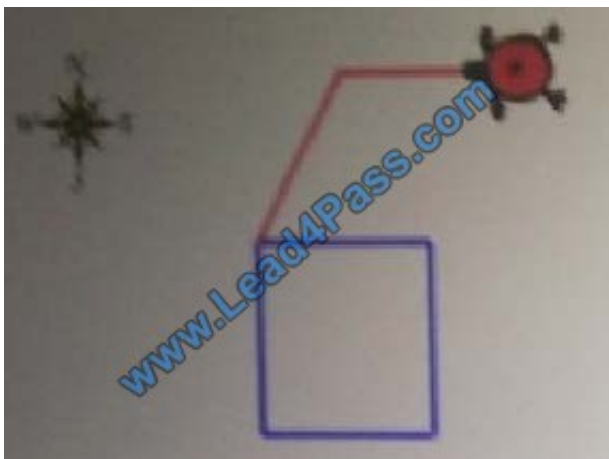
```
is leap year := true  
is leap year := false
```

Answer Area

```
script Leap Year  
function main ()  
  var  
  var year := wall → ask number("Enter a year")  
  if math → mod(year, 4) ≠ 0 then  
    is leap year := true  
  else if math → mod(year, 100) ≠ 0 then  
    is leap year := false  
  else if math → mod(year, 400) ≠ 0 then  
    is leap year := true  
  else do nothing end if  
  is leap year → post to wall  
end function
```

QUESTION 2

You are creating a drawing app that uses the Touch Develop turtle object. You have written the code to draw a blue square and change the pen color to red. The turtle is positioned at the top left corner of the square, facing north. You need to draw the red lines shown in the following graphic.





Which four code segments should you use? 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:

Code Segments

Answer Area (move 4 code segments)

- △ turtle → right turn(30)
- △ turtle → left turn(45)
- △ turtle → forward(100)
- △ turtle → right turn(60)
- △ turtle → left turn(120)
- △ turtle → back(100)

Correct Answer:

Code Segments

Answer Area (move 4 code segments)

- △ turtle → left turn(45)
- △ turtle → forward(100)
- △ turtle → left turn(120)
- △ turtle → back(100)

- △ turtle → right turn(30)
- △ turtle → right turn(60)



QUESTION 3

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 4



You are preparing to teach a class on using loops. You write the following pseudocode:

```
INPUT a
INPUT b
SET result TO 0
WHILE a <= b
    SET result TO result + a
    SET a TO a + 1
END WHILE
OUTPUT result
```

You need to test the pseudocode using different values.

Match the final values of the variable result to the corresponding initial values of variables a and b. To answer, drag the appropriate result value from the column on the left to the initial values on the right. Each value may be used once, more

than once, or not at all.

NOTE: Each correct match is worth one point.

Select and Place:

Result Values

-1
0
1
2
3
4

Answer Area

a = -1 and b = 1
a = 0 and b = 2
a = 2 and b = 2

Correct Answer:



Result Values

-1
2
4

Answer Area

0
1
3

QUESTION 5

You and your friend Pat are working on a coding project to write code for “Triangles to Octagons”. The program randomly selects a number ranging from 3 to 8. The program will then draw a regular polygon with the number of sides ranging

from 3 to 8 (triangles to octagons) as specified by the input.

Pat writes the following pseudocode:

```
main
  DECLARE sides defined as the number of sides of a polygon
  SET sides = random number (3,8)
  drawPolygon(sides)
END
drawPolygon
  REPEAT sides
    Pen down
    Move forward (100)
    Turn Right (360/sides)
  END REPEAT
END
```

You need to identify the functions and parameters in the pseudocode. To answer, drag the appropriate label from the column on the left to its example on the right. Each label may be used once, more than once, or not at all. NOTE: Each correct match is worth one point.

Select and Place:



Labels

Function

Parameter

Neither

Answer Area

Examples

8

random number

drawPolygon

360/sides

Repeat sides

Labels

Correct Answer:

Labels

Function

Parameter

Neither

Answer Area

Examples

Parameter

Neither

Function

Parameter

Neither

Labels



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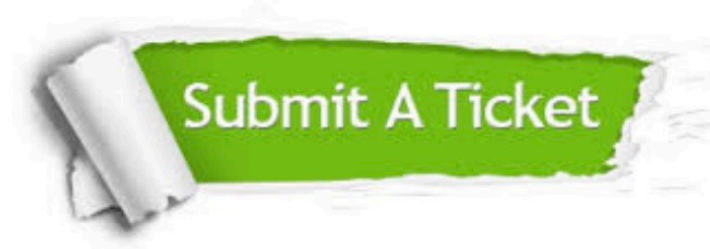
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