



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

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#### **QUESTION 1**

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.

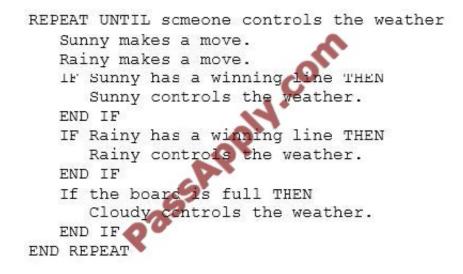
Citizens of the kingdom are not happy with their service because the weather changes too rapidly. To make the citizens happy, Sunny, Rainy, and Cloudy agree that only one of them will control the weather at a time. To determine who

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:



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 2**

You analyze the following pseudocode for playing a dice game:

```
SET Points TO 0
SET First Roll TO True
DO UNTIL User Quits
   SET Dicel 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
         Playor Wine
         Set First Roll TO True
      ELSE
         SET Point TO Sum
         SET First Roll TO False
      End It
   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

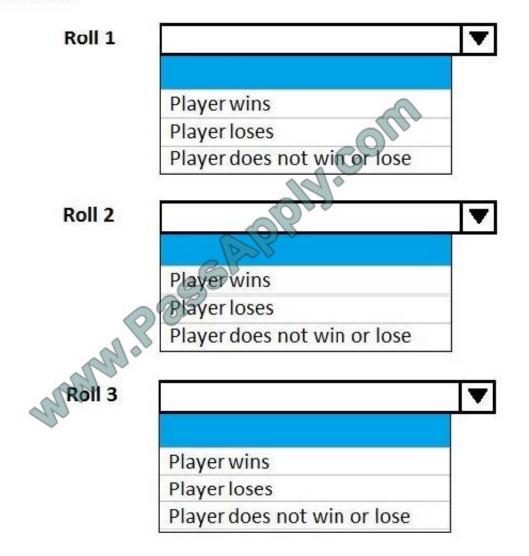
You need to determine what happens with each roll of the dice.

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

Hot Area:



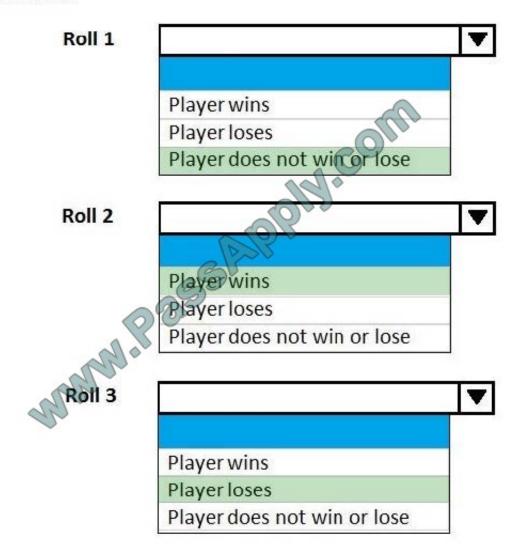
## Answer Area



Correct Answer:



## Answer Area



#### **QUESTION 3**

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:

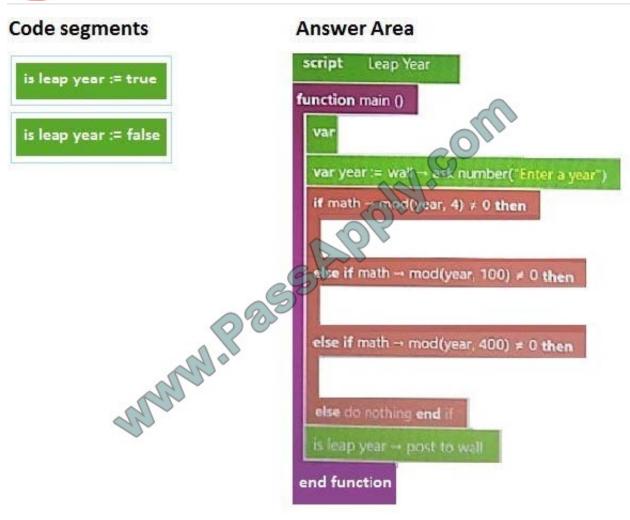
A year is a leap year if it is divisible by 4 but not by 100. If the year is divisible by 4 and by 100, it is not a leap year unless it is also divisible by 400.

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.

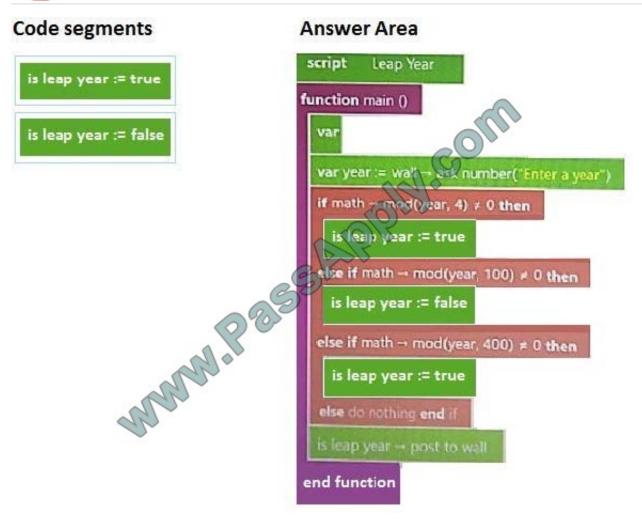
Select and Place:





Correct Answer:





#### **QUESTION 4**

You are writing code for a game that uses a random number function to determine actions within the game. The actions are described in the following table.

Random number	Action		
0	Player loses a life		
1	Player earns 100 points		
2	Player earns a life		

You need to implement the code.

Which four 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

#### Answer Area (move 4 code segments )

Answer Area (move 4 code segments )



Correct Answer:

#### Segments

if randomnum = 2 then ▲game> add life(1) var randomnum := math> random range(0, 3)	855	var randomnum := math> random range(0, 2) if randomnum = 0 then △game> remove life(1) else if randomnum = 1 then △game> add score(100) else △game> add life(1) end if	
var randomnum := math> random range(1, 3)			

https://www.touchdevelop.com/docs/if

#### **QUESTION 5**

You are writing a function to return a value from the following sequence: 3, 6, 12, 24, 48, 96, 192, etc.

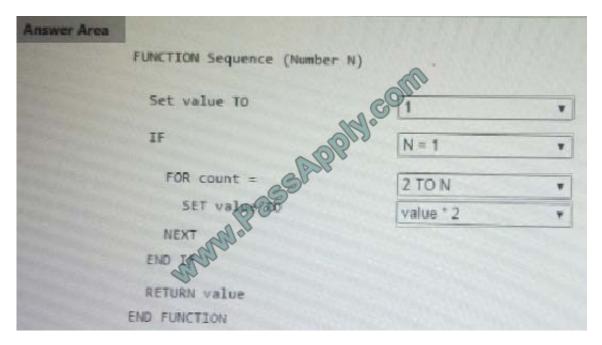
You must create a function that will accept a parameter N and return the value at the Nth position in the sequence. For example, if N is 4, the value 24 should be returned.



You need to complete the algorithm to find the Nth number in the sequence. To answer, select the appropriate pseudocode segments in the answer area.

NOTE: Each correct selection is worth one point.

#### Hot Area:



Correct Answer:

Answer Area				
and the second second	FUNCTION Sequence (	Number N)	<u>.</u>	
	Set value TO	Applys	0100	¥
and the second	IF	oply	N = 1	¥
and the second second	FOR count =	3605	2 TO N	*
Contraction of the second	SET Valor		value * 2	٣
	SET VALOGO NEXT MONTON			
and the second se	RETURN value			
	END FUNCTION			

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