



## 98-380<sup>Q&As</sup>

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:

```
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 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 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	

### 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:



### Code segments

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

### Answer Area

```
script Leap Year  
function main ()  
  var  
  var year := wait → 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 := wait → 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 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 )

```

else
  Δgame → add life(1)
end if

if randomnum = 2 then
  Δgame → add life(1)

if randomnum = 0 then
  Δgame → remove life(1)

else if randomnum = 1 then
  Δgame → add score(100)

var randomnum := math → random range(0, 3)
var randomnum := math → random range(0, 2)
var randomnum := math → random range(1, 3)
  
```



Correct Answer:

Segments

Answer Area (move 4 code segments )

```


if randomnum = 2 then
  Δgame → add life(1)

var randomnum := math → random range(0, 3)
var randomnum := math → random range(1, 3)
  
```



```

var randomnum := math → random range(0, 2)
if randomnum = 0 then
  Δgame → remove life(1)
else if randomnum = 1 then
  Δgame → add score(100)
else
  Δgame → add life(1)
end if
  
```



<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:

**Answer Area**

```
FUNCTION Sequence (Number N)
  Set value TO
  IF
    FOR count =
      SET value TO
    NEXT
  END IF
  RETURN value
END FUNCTION
```

1

N = 1

2 TO N

value \* 2

Correct Answer:

**Answer Area**

```
FUNCTION Sequence (Number N)
  Set value TO
  IF
    FOR count =
      SET value TO
    NEXT
  END IF
  RETURN value
END FUNCTION
```

1

N = 1

2 TO N

value \* 2



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