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

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

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**QUESTION 1**

You are mentoring a group of school students who are creating games for a project. The game must display feedback as it is played, as described in the following table.

| Score | Feedback |
|---|---|
| 500 or more | You are doing well |
| Between 50 and 500 | Keep playing the game |
| Below 50 | Your score is getting low |

You need to help the student group create this code.

Which three 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**

else if score < 50 then
  "Your score is getting low" --> post to wall

else if 500 < score and score < 50 then
  "Your score is getting low" --> post to wall

if score ≥ 500 then
  "You are doing well" --> post to wall

else
  "Keep playing the game" --> post to wall
end if

else
  "Your score is getting low" --> post to wall
end if

**Answer Area (move 3 pseudocode segments)**

Correct Answer:

**Segments**

| |
|---|
| else if score < 50 then |
| "Your score is getting low" --> post to wall |

| |
|---|
| else |
| "Your score is getting low" --> post to wall |
| end if |

**Answer Area (move 3 pseudocode segments)**

| |
|---|
| if score ≥ 500 then |
| "You are doing well" --> post to wall |
| else if 500 < score and score < 50 then |
| "Your score is getting low" --> post to wall |
| else |
| "Keep playing the game" --> post to wall |
| end if |

---

**QUESTION 2**

You are building a game using Touch Develop. You have the following sprite sheet.

The width of the sprite sheet is 300px, and the height of the sprite sheet is 75px. The shapes in the sprite sheet are evenly distributed.

You need to complete the code to display the purple five-pointed star.

What code should you use? To answer, select the appropriate options in the answer area.

Hot Area:

## Answer Area
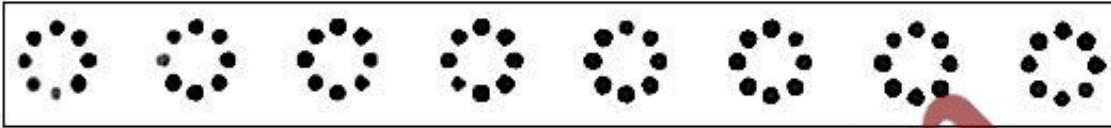
```
function main ()

    var board := △ game → start

    var sheet := board → create sprite sheet (✿ shapes sheet)

    sheet → set frame grid ( [▼], [▼], [▼], [▼], 0, 0, 0)

    var star := sheet → create

end function
```

Dropdown options (each): 1, 4, 5, 75

Correct Answer:

## Answer Area

```
function main ()

    var board := △ game → start

    var sheet := board → create sprite sheet (✿ shapes sheet)

    sheet → set frame grid ( [▼], [▼], [▼], [▼], 0, 0, 0)

    var star := sheet → create

end function
```

Correct selections:
- Dropdown 1: **1**
- Dropdown 2: **4**
- Dropdown 3: **75**
- Dropdown 4: **75**

Options shown (each): 1, 4, 5, 75

## QUESTION 3

You work as a game developer at Tailspin Toys.

Your colleague created a script to display an animation using the following sprite sheet and Touch Develop code.



```
function main ()

    var board := ▲ game → start

    var sheet := board → create sprite sheet(◇ wheel sheet)

    sheet → set frame grid(1, 8, 80, 80, 0, 0, 0)

    sheet → add animation("loading", "6,3,8,1,4,2,7,5,6" → split(",")
    , 0, 1, false)

    var wheel := sheet → create sprite("6")

    var anim := wheel → create animation

    anim → play frames("loading")

    anim → repeat(20, false)

end function
```

How will many times the animation play?

A. The animation will play once.

B. The animation will not play.

C. The animation will play twenty times.

D. The animation will play infinitely.

Correct Answer: C

**QUESTION 4**

You are creating an app that will allow university students to connect with advisors and other students to discuss stressful situations. Only students who attend the university can access the app. Which two steps should you take to protect student\\'s identity and personal information? (Choose two.)

A. Hash student data transmissions with a random salt.

B. Hash the password with a random salt.

C. Encrypt student data transmissions.

D. Hash the password using an algorithm in the Google database.

E. Encrypt the password.

Correct Answer: C

**QUESTION 5**

You have a basket of eight apples.

You want to give one of the apples to your best friend Jo Berry. You decide to pick the one that weighs the most.

You need to analyze the following methods and determine whether that method can be used to consistently achieve your goal.

Method 1:

For each apple, measure its weight using a scale. Write down the weight on a sticky note.

Put the sticky note on the apple. Ensure that the same unit of measure (e.g. ounce, gram, or kilogram) is consistently used. Once all apples have been measured, find the apple with the largest number on its sticky note.

Method 2:

Divide the apples into two lots. Each lot should have four apples. Compare the weight of the two lots using a balance scale. Put the lighter lot aside. Divide the remaining apples into two lots of two apples. Compare the weight of the two lots

using a balance scale. Put the lighter lot aside. Compare the weight of the two remaining apples. The heavier apple is the one that weighs the most.

Method 3:

Take two apples from the basket. Use a balance scale to compare them. Keep replacing the lighter apple on the balance scale with another apple from the basket until the basket is empty. The heavier apple remaining on the scale is the one

that weighs the most.

For each of the methods, select Yes if the method can consistently achieve your goal.

Otherwise, select No.

NOTE: Each correct selection is worth one point.

Hot Area:

| Answer Area | Yes | No |
|---|---|---|
| Method 1 | ○ | ○ |
| Method 2 | ○ | ○ |
| Method 3 | ○ | ○ |

Correct Answer:

| Answer Area | Yes | No |
|---|---|---|
| Method 1 | ○ | ○ |
| Method 2 | ○ | ○ |
| Method 3 | ○ | ○ |

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