



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

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

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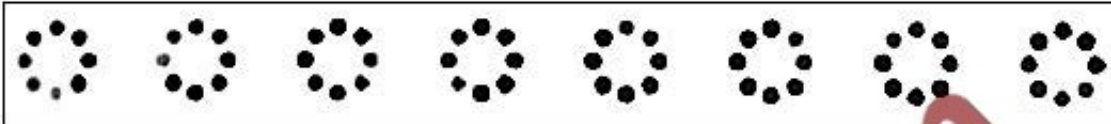




### QUESTION 1

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 2



You are designing an algorithm for a survey company. The call center wants you to call participants to gather their views on an upcoming event. You receive a call list that contains all the participants to be called. If a participant answers the phone, you must not call that participant again. If a participant does not answer the phone, you must call that participant again until the participant answers.

Which four actions should you perform in sequence to make the calls? To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.

Select and Place:

| Actions  | Answer Area (move 4 actions) |
|--|------------------------------|
| Repeat from the first step until the unanswered list is empty.   |                              |
| Repeat the second step until the call list is empty.   |                              |
| Call a participant from the answered list.   |                              |
| Place the participant from the unanswered list into the call list.   |                              |
| If the participant answers, place the participant in the answered list. Otherwise place the participant in the unanswered list. Remove the participant from the call list. |                              |
| Call a participant from the call list.   |                              |
| Repeat from the first step until the call list is empty.   |                              |

Correct Answer:

| Actions  | Answer Area (move 4 actions)   |
|--|--|
| Repeat from the first step until the unanswered list is empty. | Call a participant from the call list.   |
| Repeat the second step until the call list is empty.           | If the participant answers, place the participant in the answered list. Otherwise place the participant in the unanswered list. Remove the participant from the call list. |
| Call a participant from the answered list.                     | Place the participant from the unanswered list into the call list.   |
|  | Repeat from the first step until the call list is empty.   |
|  |  |
|  |  |
|  |  |

**QUESTION 3**

World Wide Importers launched a mobile app three months ago in an effort to boost sales.

Since its launch, the app has not had the expected market acceptance. People have downloaded the app, but no one



seems to be using it and sales have not increased.

A following screenshot is an example of the app's user interface.

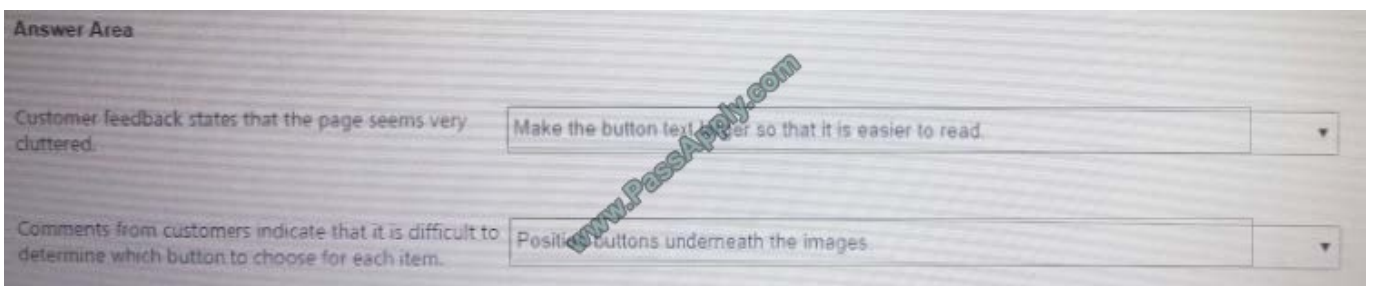


The company contacted several of its loyal customers to give them feedback on the app.

You have been asked to make recommendations for improving the app based on the customer feedback.

Use the drop-down menus to select the answer choice that answer each questions based on the information presented in the graphic.

Hot Area:





Correct Answer:

**Answer Area**

Customer feedback states that the page seems very cluttered.

Comments from customers indicate that it is difficult to determine which button to choose for each item.

#### QUESTION 4

You are creating a graphic that illustrates an overview of the entire software development life cycle.

Which order correctly describes the steps that occur prior to release and deployment? To answer, drag the appropriate step to the correct position in the life cycle. Each action may be used once, more than once, or not at all. You may need to

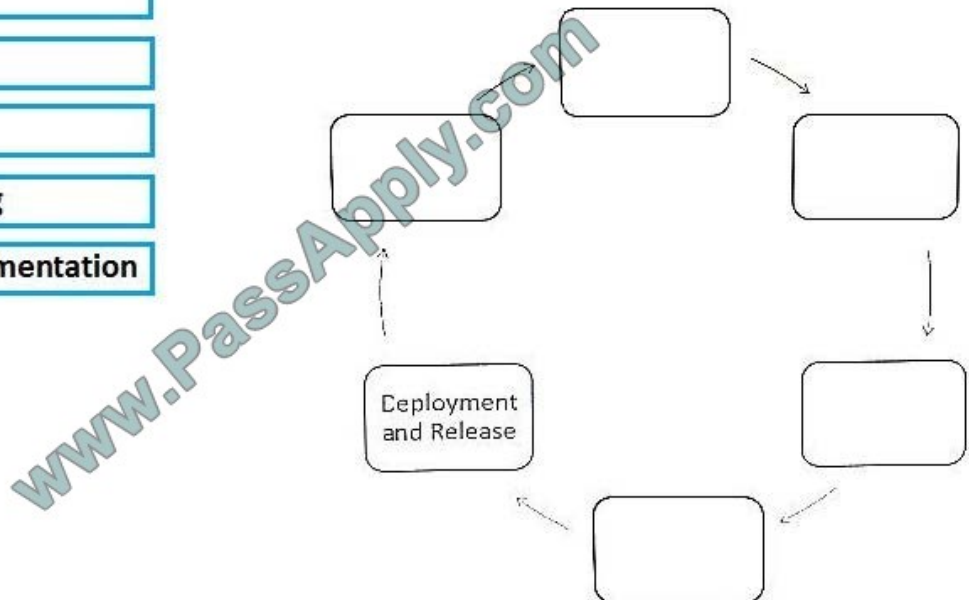
drag the split bar between panes or scroll to view content.

Select and Place:

#### Steps

- 
- 
- 
- 
- 

#### Answer Area



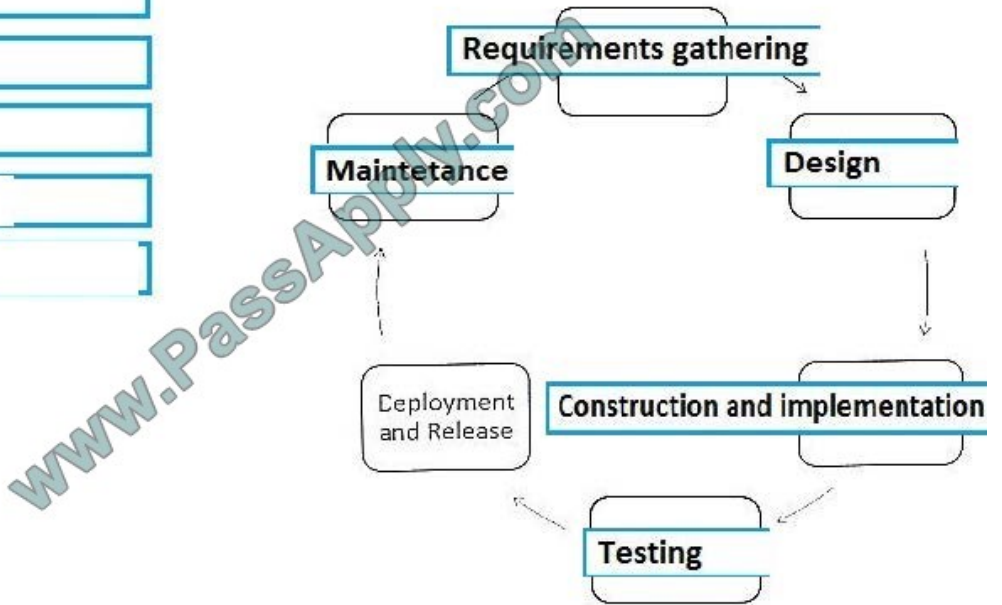
Correct Answer:



**Steps**

|  |
|--|
|  |
|  |
|  |
|  |
|  |
|  |

**Answer Area**



**QUESTION 5**

You are helping some of your brother's friends with their math homework. Each of them writes down the problem and solves it. Two of your brother's friends have the same answer, while the third has a different answer.

| Friend 1               | Friend 2               | Friend 3               |
|------------------------|------------------------|------------------------|
| $3 - 2 * (9 + 3) / 12$ | $3 - 2 * (9 + 3) / 12$ | $3 - 2 * (9 + 3) / 12$ |
| $3 - 2 * 12 / 12$      | $3 - 2 * 12 / 12$      | $3 - 18 - 3 / 12$      |
| $1 * 12 / 12$          | $3 - 24 / 12$          | $-15 + 3 / 12$         |
| $12 / 12$              | $3 - 2$                | $-12 / 12$             |
| 1                      | 1                      | -1                     |

You need to determine which friend used the correct logic to answer the problem.

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**

Friend 1 uses the correct process to calculate the correct answer.

Friend 2 uses the correct process to calculate the correct answer.

Friend 3 uses the correct process to calculate the correct answer.

Correct Answer:

**Answer Area**

**Yes**

**No**

Friend 1 uses the correct process to calculate the correct answer.

Friend 2 uses the correct process to calculate the correct answer.

Friend 3 uses the correct process to calculate the correct answer.

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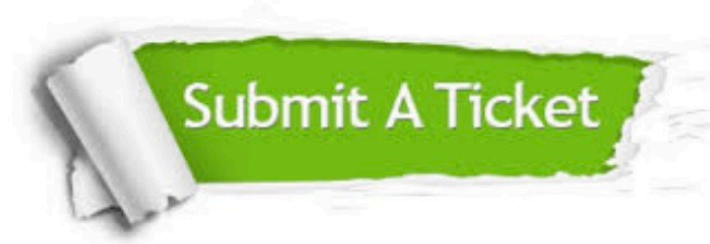
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