98-380 Q&As

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

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QUESTION 1

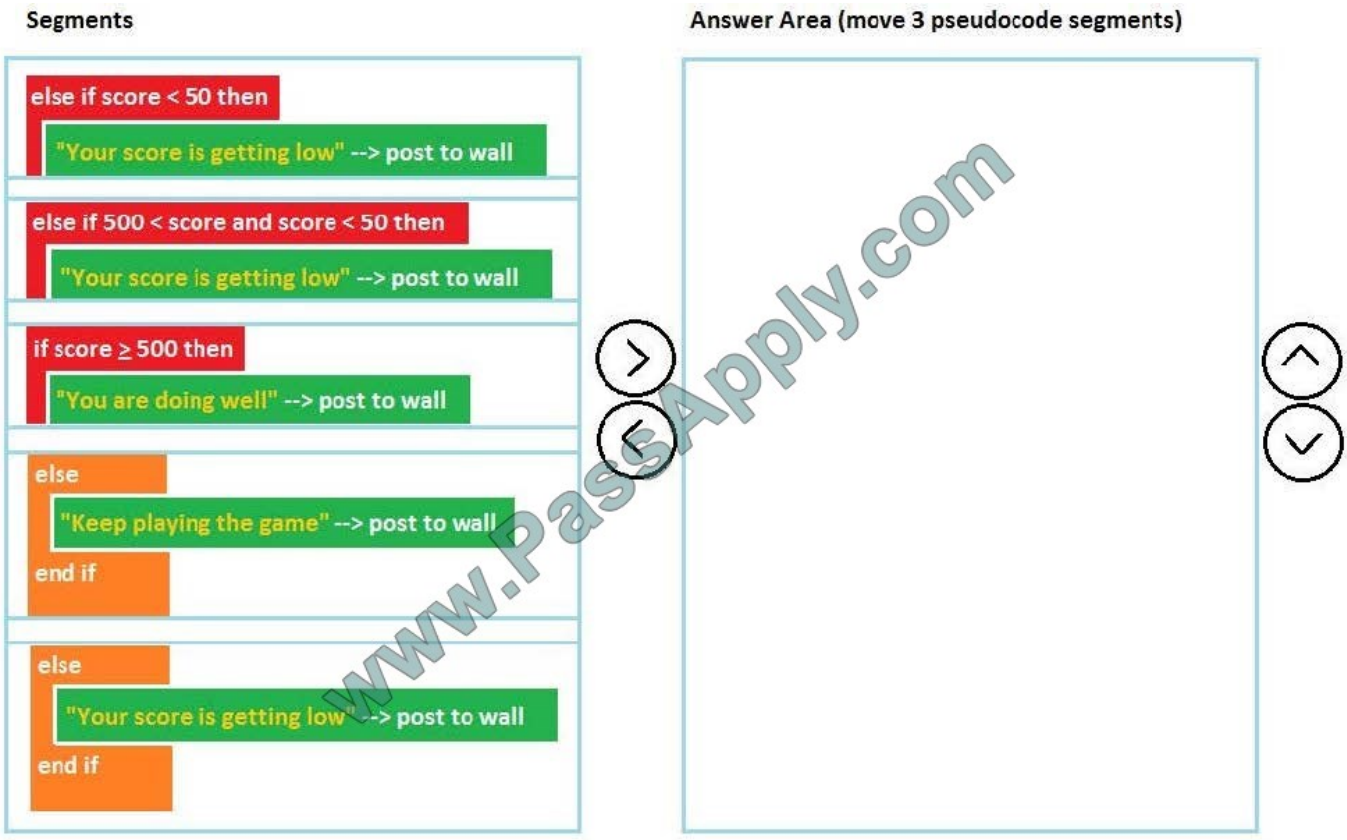
You are mentoring a group of school students who are creating games for a project. The game must display feedback as it is played, as described in the following table.

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

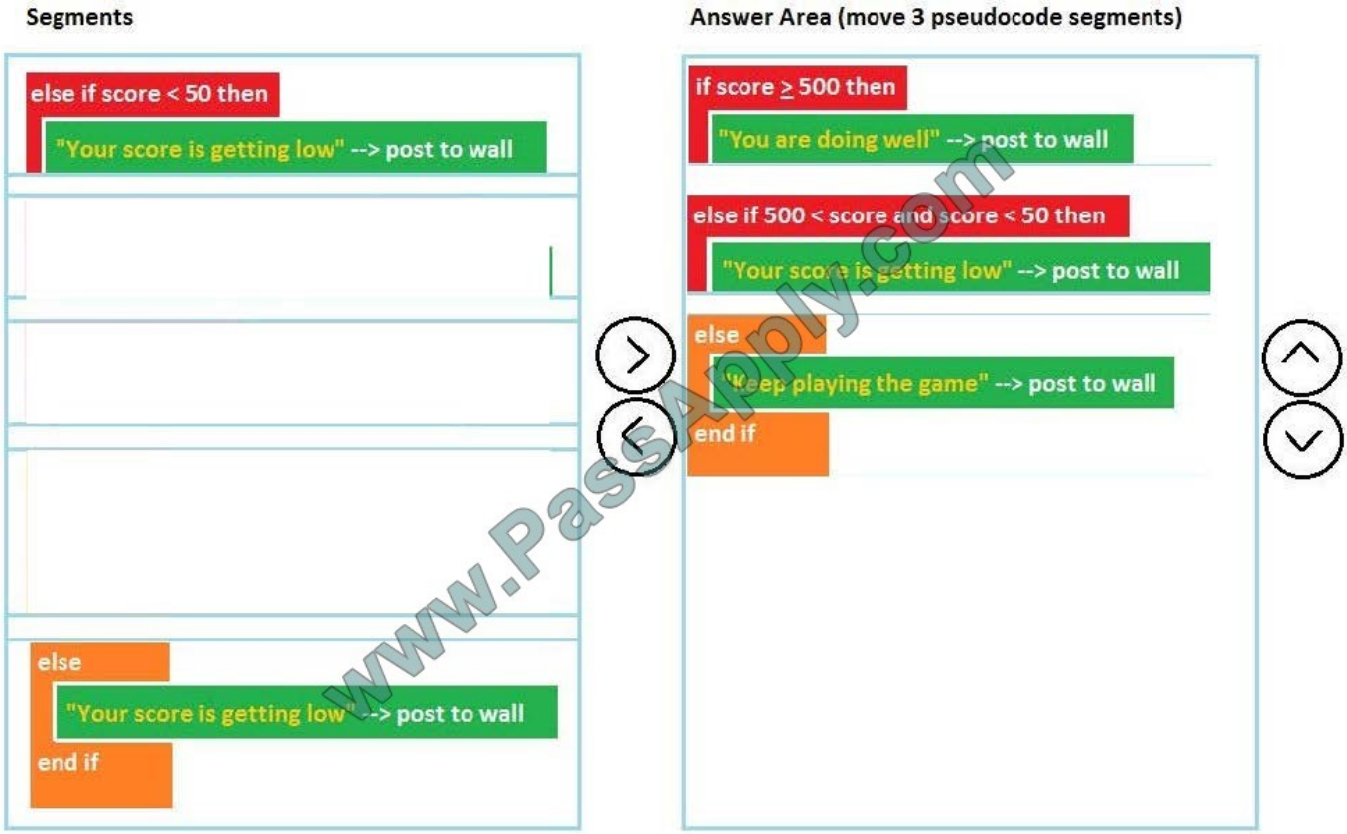
You need to help the student group create this code.

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:



Correct Answer:



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QUESTION 2

Humberto wants to create a Touch Develop game that he can play with his friends competing for the highest score. Because Humberto\\'s friends live out of state, he needs to create a game that can be played on different devices with each

player\\'s score being saved and compared to the other friend\\'s scores. He needs help determining the right type of variable to store the highest player\\'s score for use in his game.

You need to give Humberto advice on the correct type of variable he needs to create for his game.

Which variable type should you recommend?

A. Table

B. Global

C. Local

D. Cloud

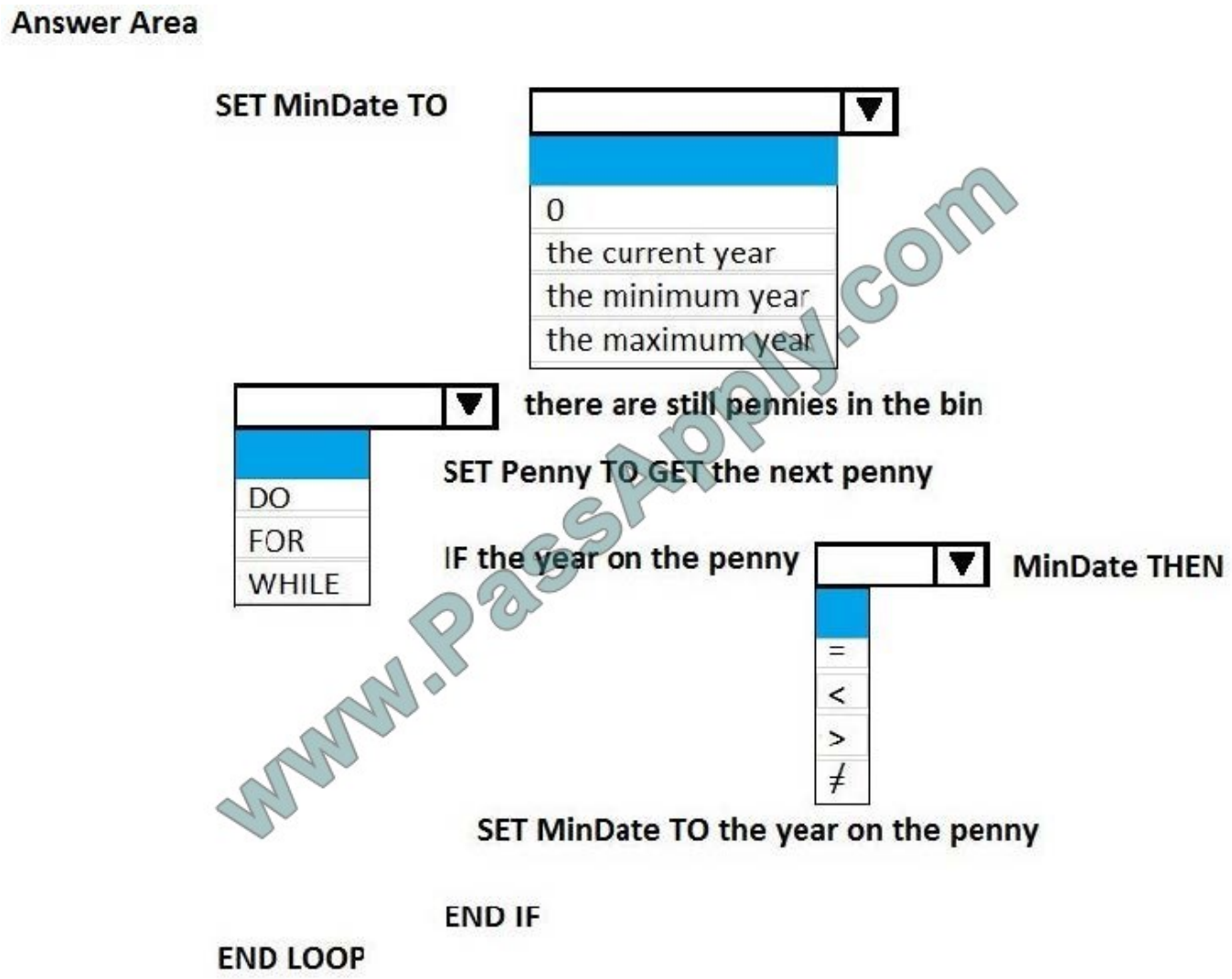
Correct Answer: B

References: http://bjc.berkeley.edu/bjc-r/cur/programming/variables/global-variables.html

QUESTION 3

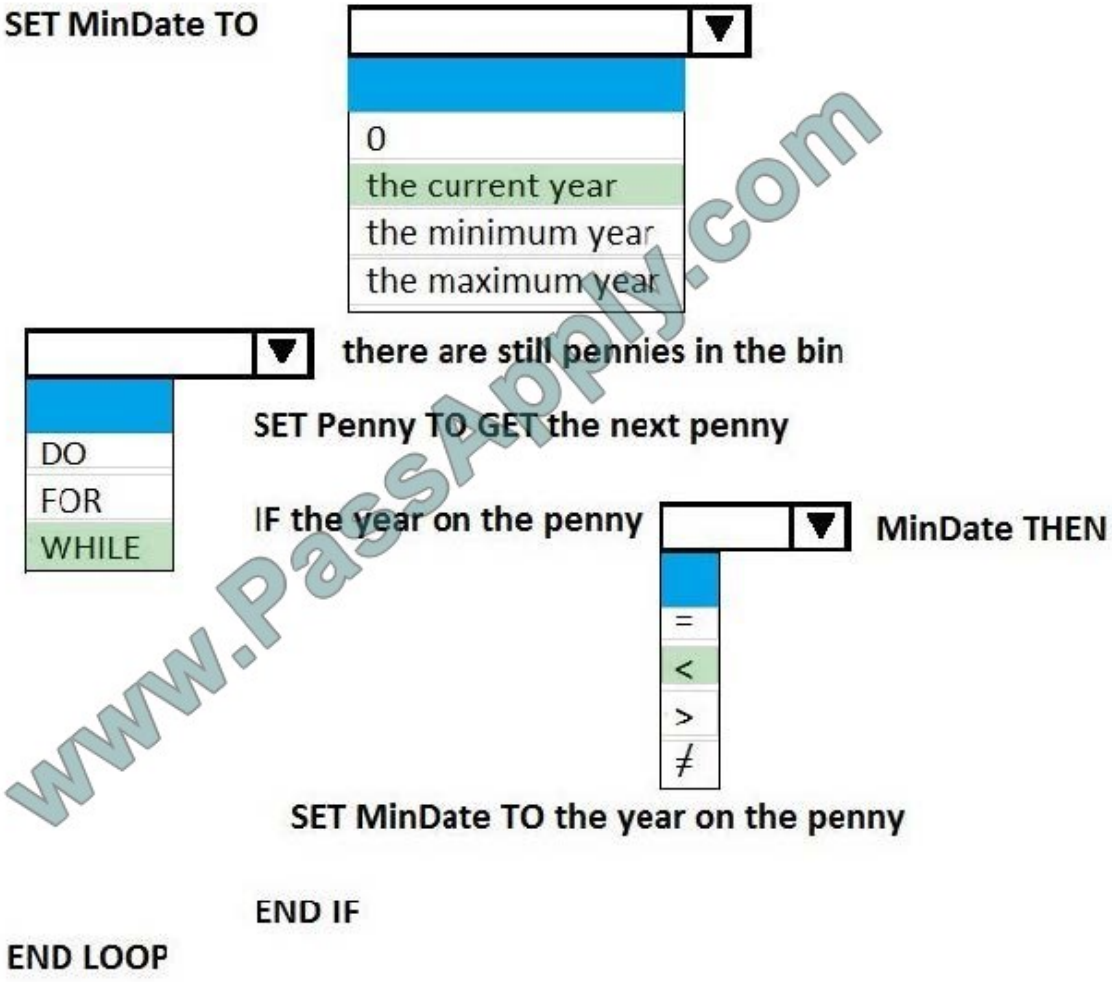
A coin minting agency hires you to find the oldest known minted pennies. The agency has a coin machine. You need to create the algorithm to identify the oldest minted year of the pennies inserted into the machine. How should you complete the algorithm? To answer, select the appropriate options in the answer area. NOTE: Each correct selection is worth one point.

Hot Area:



Correct Answer:

Answer Area



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QUESTION 4

Which scenarios are implemented using an event? For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

Answer Area	Yes	No
Code executes when a user presses a key.	○	○
Code executes based on a variable's value.	○	○
Code executes when a user rotates a device.	○	○

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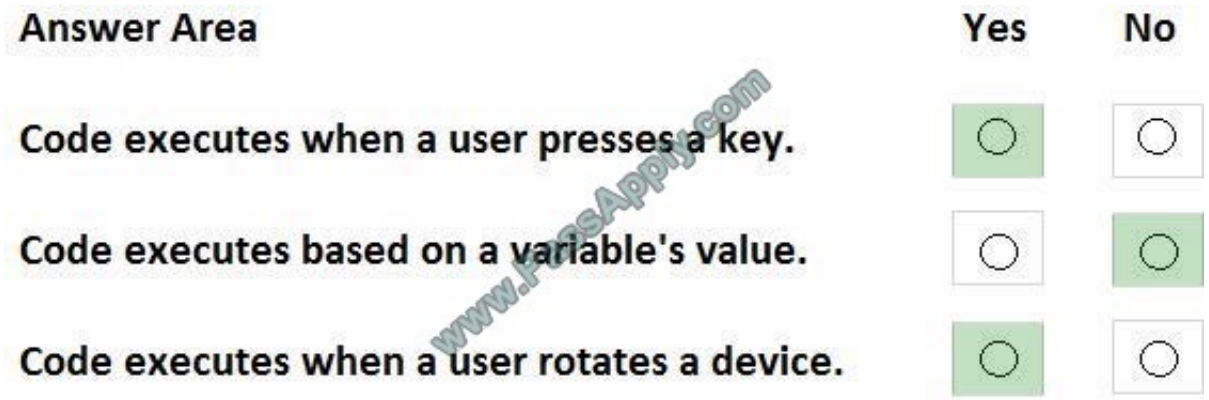
Correct Answer:



QUESTION 5

Which two problems can a computer solve efficiently by using iteration as part of the algorithm? (Choose two.)

A. Counting the number of times a specific word appears in a book

B. Finding the first 1000 digits of pi

C. Evaluating two player scores to determine a winner

D. Extracting the meaning of a paragraph of text

Correct Answer: AC

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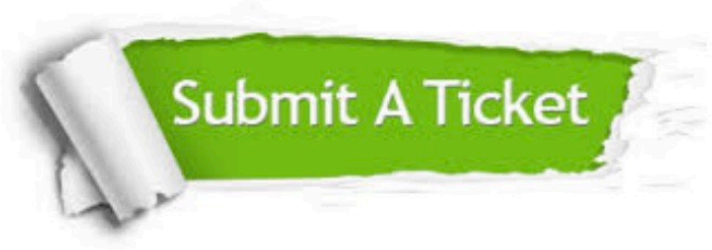

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