



98-380^{Q&As}

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

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QUESTION 1

You are creating an app for teenage drivers that will include a trip calculator. The trip calculator will prompt the user for the following information:

the number of miles for a trip

the vehicle's miles per gallon (mpg)

the price of gas per gallon

Variables defined and described in the following table.

Variable	Description
tripMiles	the number of total miles for the trip
mpg	the vehicle's miles per gallon
gasPrice	the anticipated price per gallon of gas
tripGallons	the gallons of gas required for the trip
transExpense	the cost of gas for the trip

The program will output data in the following format:

"Your trip of _____miles will cost a total of _____when the gas price is_____."

Use the drop-down menus to select the answer choice that answers each question based on the information presented in the table.

Hot Area:

Answer Area

What is the appropriate data type for transExpense?

Choose One
▼

Choose One

Boolean

Number

String

Which formula will correctly calculate transExpense?

Choose One
▼

Choose One

transExpense=tripGallons * gasPrice

transExpense=tripGallons * mpg

transExpense=tripGallons/gasPrice

Correct Answer:



Answer Area

What is the appropriate data type for transExpense?

Choose One ▼

- Choose One
- Boolean
- Number
- String

Which formula will correctly calculate transExpense?

Choose One ▼

- Choose One
- $\text{transExpense} = \text{tripGallons} * \text{gasPrice}$
- $\text{transExpense} = \text{tripGallons} * \text{mpg}$
- $\text{transExpense} = \text{tripGallons} / \text{gasPrice}$

QUESTION 2

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.

Correct Answer:



Answer Area	Yes	No
Code executes when a user presses a key.	<input checked="" type="radio"/>	<input type="radio"/>
Code executes based on a variable's value.	<input checked="" type="radio"/>	<input type="radio"/>
Code executes when a user rotates a device.	<input checked="" type="radio"/>	<input type="radio"/>

QUESTION 3

Which statements correctly describes libraries? For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Hot Area:

Answer Area	Yes	No
Libraries restrict the sharing of code by limiting the number of events in a program.	<input type="radio"/>	<input type="radio"/>
A game library could include common operations for scoring lives, a leaderboard, and a physics engine to use in coding a game.	<input type="radio"/>	<input type="radio"/>
A disadvantage of libraries is that code cannot be reused in more than one script.	<input type="radio"/>	<input type="radio"/>

Correct Answer:



Answer Area	Yes	No
Libraries restrict the sharing of code by limiting the number of events in a program.	<input type="radio"/>	<input checked="" type="radio"/>
A game library could include common operations for scoring lives, a leaderboard, and a physics engine to use in coding a game.	<input checked="" type="radio"/>	<input type="radio"/>
A disadvantage of libraries is that code cannot be reused in more than one script.	<input type="radio"/>	<input checked="" type="radio"/>

QUESTION 4

Your friend Erin created the following algorithm:

```
FOR EACH Word in Sentence
  IF Word is in Dictionary
    Symbol = Get Symbol for Word from Dictionary
  ELSE
    Create new Symbol for Word
    Add Symbol and Word to Dictionary
  END IF
  OUTPUT Symbol
NEXT
```

You apply the algorithm to the following sentence:

The treasure chest contains 100 pieces of gold, 50 pieces of silver, and a handful of rubies.

What are the two outcomes? (Choose two.)

- A. The symbol for "of" will be output once.
- B. The word "of" will appear in the dictionary once.
- C. The symbol for "of" will be output three times.
- D. The word "of" will appear in the dictionary three times.

Correct Answer: BC



QUESTION 5

You are playing a card game with friends and you are dealt 5 cards in the following order.



Because you like to play with your cards in order, you must sort the 5 cards. You need to sort the cards in ascending order with the lowest card on the left and the highest card on the right.

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

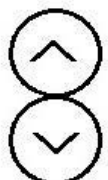
NOTE: More than one order of answer choices is correct. You will receive credit for any of the correct orders you select.

Select and Place:

Actions

- Move the 7 of Spades one space to the left.
- Move the 5 of Diamonds two spaces to the left.
- Move the 3 of Diamonds one space to the left.
- Move the 5 of Diamonds one space to the left.
- Move the 9 of Spades one space to the right.
- Move the 9 of Spades one space to the left.

Answer Area (move 3 actions)



Correct Answer:



Actions

Move the 7 of Spades one space to the left.

Move the 5 of Diamonds one space to the left.

Move the 9 of Spades one space to the left.

Answer Area (move 3 actions)

Move the 3 of Diamonds one space to the left.

Move the 5 of Diamonds two spaces to the left.

Move the 9 of Spades one space to the right.



QUESTION 6

As a part of Jim's duties at Fourth Coffee, he is responsible for creating company procedures for the various activities that employees perform in their daily jobs.

You are helping Jim document the procedures in the latest version of the employee manual.

You need define the process for taking a customer's order.

How should you define the process? To answer, move all actions from the list of actions to the answer area and arrange them in the correct order.

Select and Place:

Actions

Verify the customer's order by reading It back from the computer screen.

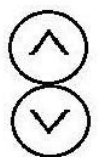
Listen to the customer and enter the customer's order into the computer system.

Greet the customer by saying "Welcome to Fourth Coffee. Can I help you with your order?"

Enter the amount taken from the customer into the computer and give the customer any change due to them.

Tell the customer the amount due and take money from the customer.

Answer Area (move all actions)



Correct Answer:



Actions

Answer Area (move all actions)

	Greet the customer by saying "Welcome to Fourth Coffee. Can I help you with your order?"
	Listen to the customer and enter the customer's order into the computer system.
	Verify the customer's order by reading it back from the computer screen.
	Tell the customer the amount due and take money from the customer.
	Enter the amount taken from the customer into the computer and give the customer any change due to them.

QUESTION 7

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	<input type="radio"/>	<input type="radio"/>
Method 2	<input type="radio"/>	<input type="radio"/>
Method 3	<input type="radio"/>	<input type="radio"/>

Correct Answer:

Answer Area	Yes	No
Method 1	<input checked="" type="radio"/>	<input type="radio"/>
Method 2	<input type="radio"/>	<input checked="" type="radio"/>
Method 3	<input checked="" type="radio"/>	<input type="radio"/>

QUESTION 8

This question requires that you evaluate the underlined text to determine if it is correct.

You are writing an app for Best For You Organics Company.

The app needs to allow the user to convert a recipe from cups to liters. The app will use the conversion ratio of 1 cup is equal to 0.2366 liters.

You define the pseudocode as follows:

INPUT cups

liters = cups * 0.2366

OUTPUT liters

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. cups * 2.366
- C. cups / 0.2366
- D. cups / .02366 * 10

Correct Answer: A

QUESTION 9

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)

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 10

You are hired by a taxing authority to create an algorithm for calculating income tax. The income tax system is a progressive tax system.

Any income at \$10,000 or below should be taxed at 10 percent. Any income greater than \$10,000 but less than \$50,000 should be taxed at 20 percent. Any income at \$50,000 or greater should be taxed at 30 percent. An example of how the system works is shown in the following table.

Income	Taxed at 10%	Taxed at 20%	Taxed at 30%
\$10,000	\$10,000	0	0
\$50,000	\$10,000	\$40,000	0
\$51,000	\$10,000	\$40,000	\$1,000

How should you complete the pseudocode? To answer, select the appropriate pseudocode segments in the answer area. NOTE: Each correct selection is worth one point.

Hot Area:



Answer Area

IF Income THEN

> 50000

<=10000

TAX =

30 * Income

10 * Income

0.30 * Income

0.10 * Income

ELSE IF income THEN

> 10000

<= 50000

TAX =

20 * Income

0.20 * Income

1000 + 0.20 * (Income - 10000)

ELSE

TAX =

30 * Income

0.10 * Income

0.30 * Income

9000 + 0.30 * (Income - 50000)

END IF



Correct Answer:



Answer Area

IF Income THEN

> 50000
<=10000

TAX =

30 * Income
10 * Income
0.30 * Income
0.10 * Income

ELSE IF income THEN

> 10000
<= 50000

TAX =

20 * Income
0.20 * Income
1000 + 0.20 * (Income - 10000)

ELSE

TAX =

30 * Income
0.10 * Income
0.30 * Income
9000 + 0.30 * (Income - 50000)

END IF



QUESTION 11

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

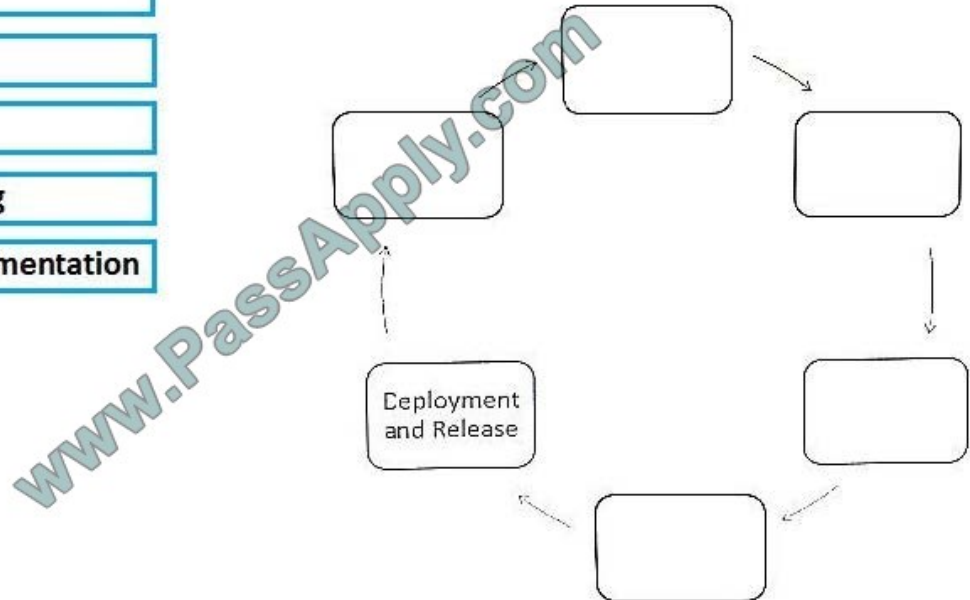
drag the split bar between panes or scroll to view content.

Select and Place:

Steps

- Design
- Testing
- Maintetance
- Requirements gathering
- Construction and implementation

Answer Area

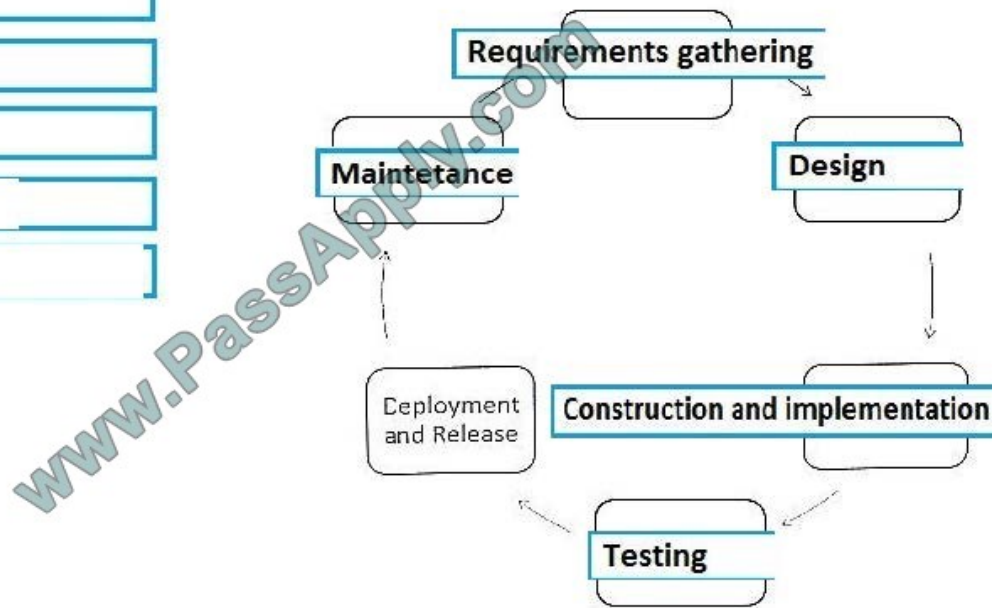


Correct Answer:



Steps

Answer Area



QUESTION 12

You create a collection named `players` in TouchDevelop. You add four names to the collection.

You need to display each of the names on the wall.

Which two lines of code should you use? (Choose two.)

- A. `show s`
- B. `display s`
- C. `For var s in players = 1 to 4`
- D. `While var s in players`
- E. `For each var s in players`

Correct Answer: AE



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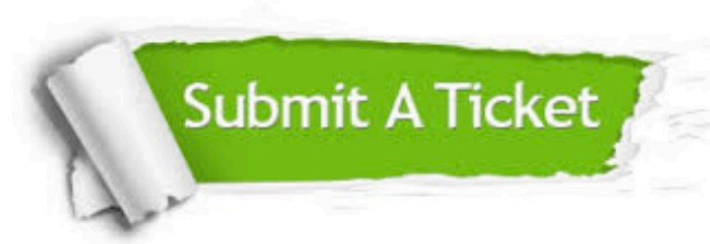
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