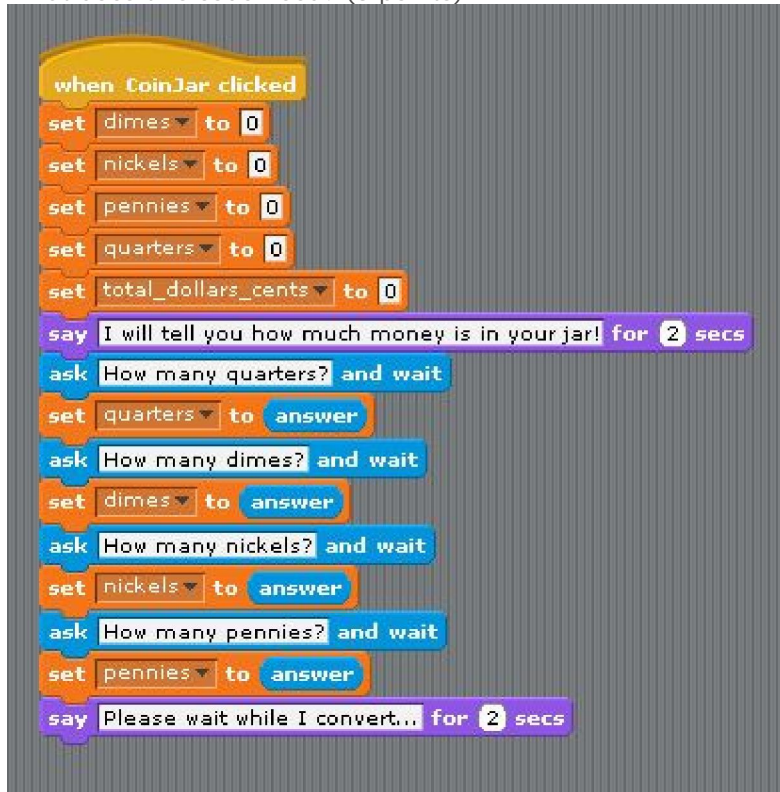www.quia.com

APCS 2009-2010: Scratch Final Test Part 2

1.   What does this code need? (3 points)

- ○ You can't use the same blue answer tile for all 4 types of coins; new answer variables are needed for each.

- ○ You need to create a "counter" variable in order to be able to count anything.

- ○ A tile that sets total_dollars_centers to a calculation.

- ○ The answer tile for dimes needs to be nested inside of a division operator.

2.   What's wrong with this code? (3 points)
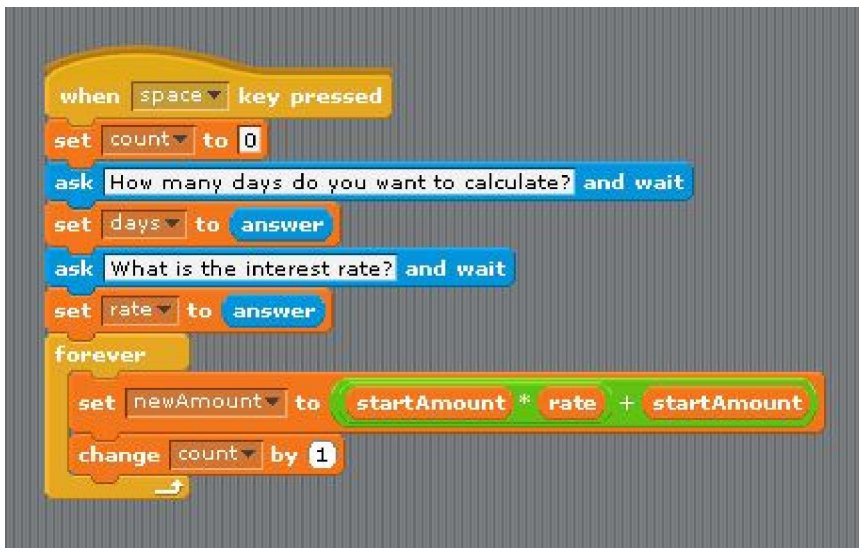
- ○ new_amount needs to be divided by 100 before the rest of the tiles in the forever loop.
- ○ The blue answer tile for rate needs to be nested inside an * operator and multiplied by 100.
- ○ When calculating how many times a loop executes, it's better to increment by 2.
- ○ The amount for "days" should be used to calculate the end of the loop. It's never used, so this loop will execute forever.

3.   What's wrong with this code (3 points)

- ○ the "set variable to answer" tiles need to come in front of the "ask for user input" tiles.
- ○ The "change counter by 1" tile needs to be inserted after both blue answer tiles.
- ○ When the green flag is clicked, the counter should be set to -1.
- ○ month and day should be switched. Right now, the wrong user input is being stored in each variable.

4.   What happens if the user inputs their month as 3 and their day as 21? (3 points)
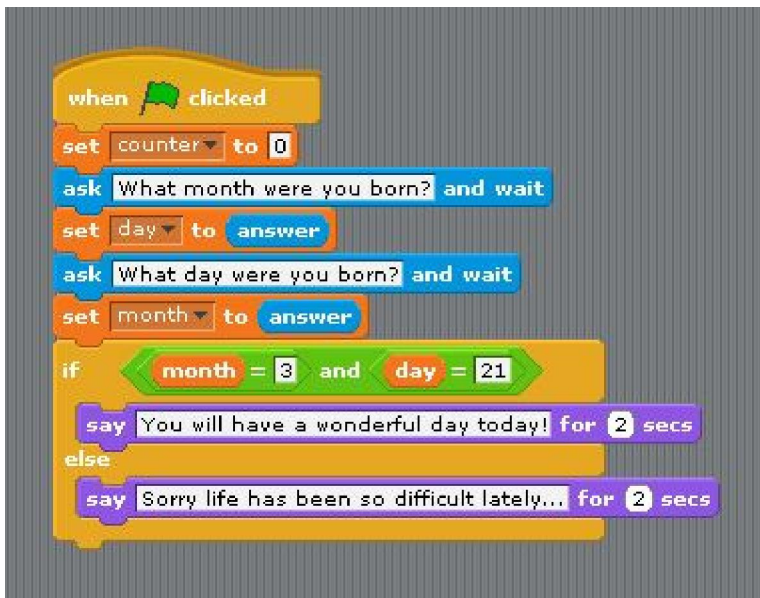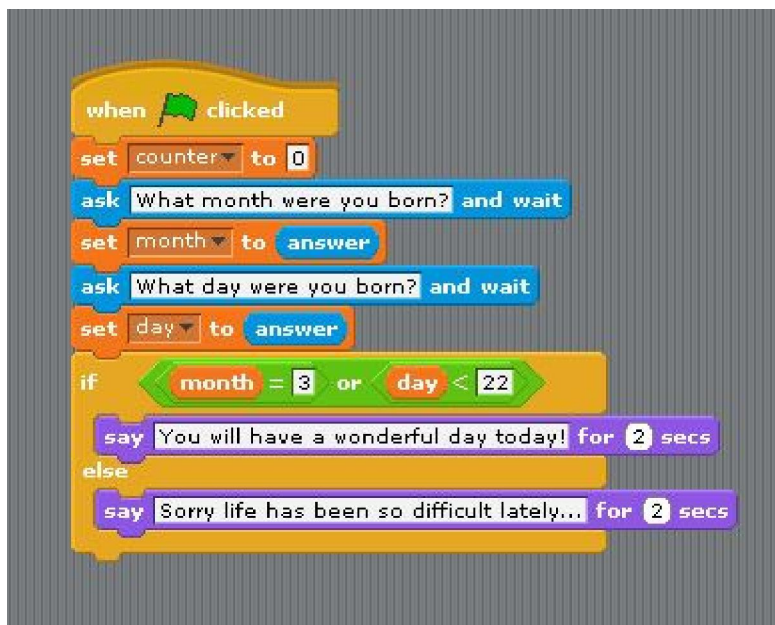
- ○ It says "Sorry life has been so difficult lately…"
- ○ The code does nothing.
- ○ It says "You will have a wonderful day today!"

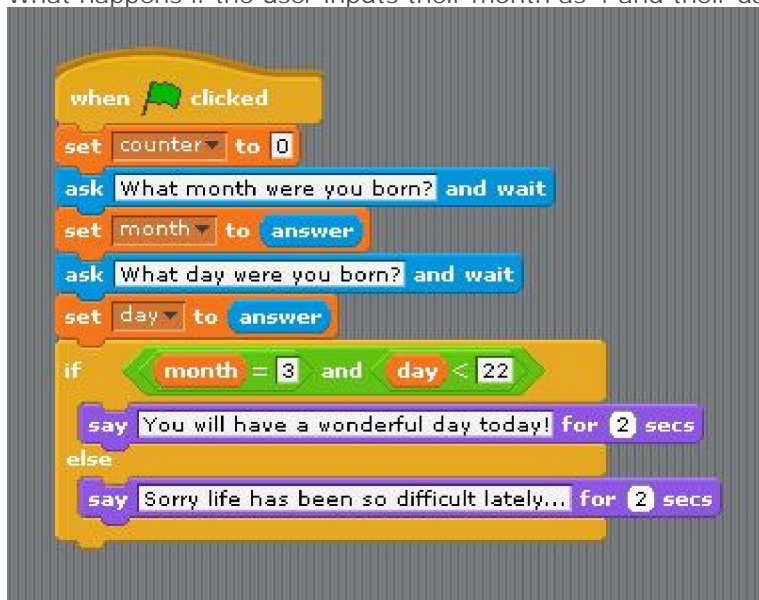5.   What happens if the user inputs their month as 3 and their day as 21? (3 points)
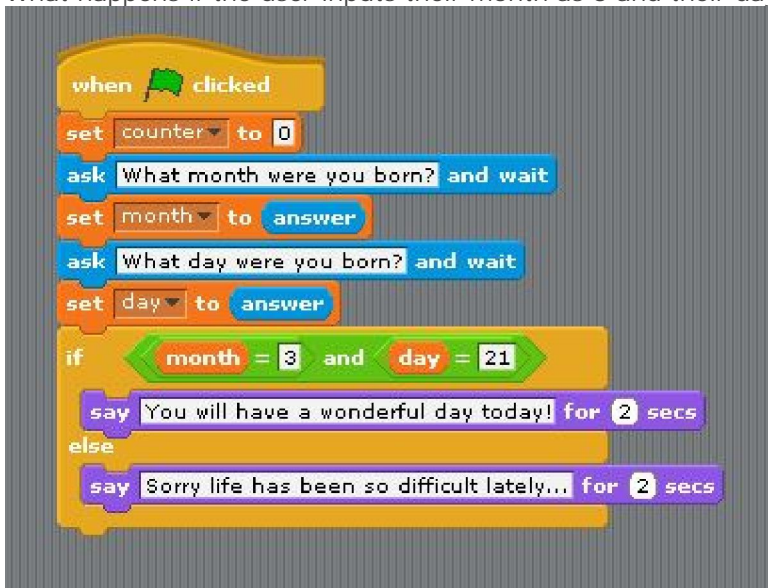
- ○ It says "You will have a wonderful day today!"
- ○ It says "Sorry life has been so difficult lately."
- ○ The code does nothing.

6.   What happens if the user inputs their month as 4 and their day as 21? (3 points)

- ⦾ It says "You will have a wonderful day today!"
- ⦾ It says "Sorry life has been so difficult lately."
- ⦾ The code does nothing.

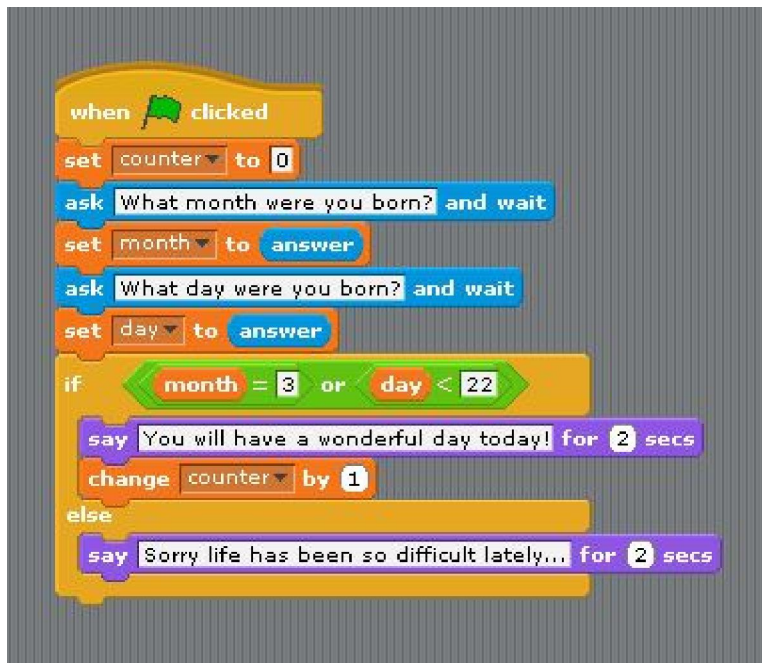7. What happens if the user inputs their month as 4 and their day as 21? (3 points)

- ⦾ It says "You will have a wonderful day today."
- ⦾ It says "Sorry life has been so difficult lately"
- ⦾ The code does nothing.

8. What's wrong with this code? (3 points)

- ○ The "change counter by 1" tile needs to be moved to right after "when green flag is clicked"

- ○ The month and day answer tiles need to be switched.

- ○ Right now, the counter will only count if your month is 3 or your day is less than 22. It needs to change by 1 no matter when your birthday is.

- ○ "change counter by 1" should say "change counter by -1"

9. What does the following code do if the user's input for month is 1 and day is 21? (3 points)
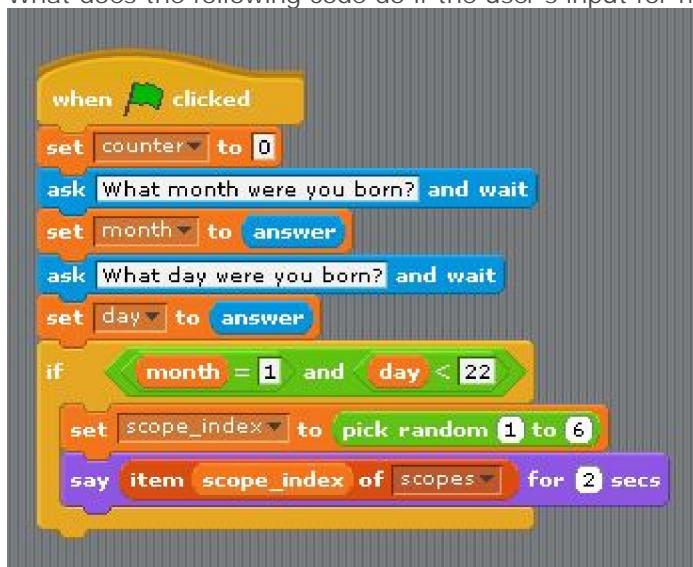
- ○ It says a random horoscope drawn from between index 1 and 6 of the list.

- ○ It says the first horoscope in the list.

- ○ It says "scope_index" for 2 secs.

- ○ The code does nothing.

10. What does the following code do if the user's input for month is 1 and day is 21? (3 points)
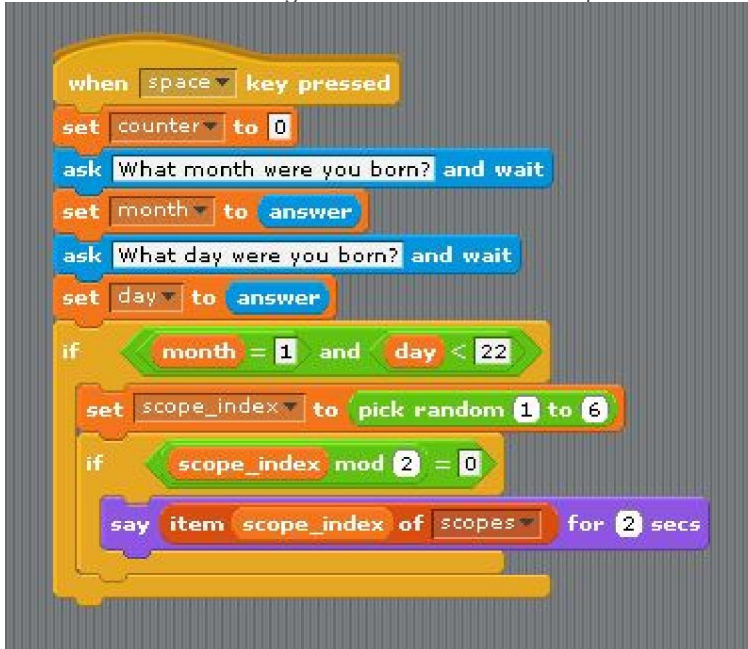
- ○ It randomly generates a horoscope but only says it if the horoscopes index number is odd.

- ○ The code does nothing.

- ○ It generates a random horoscope and then says it.

- ○ It randomly generates a horoscope but only says it if the horoscopes index number is even.