1/8/23, 9:16 PM Problem Solving Ontology | Coursera

← Back

Problem Solving Ontology
Graded Quiz • 8 min

	Game Creation Process  Observe and Play Hacking	<b>⊘</b> Congratulations! You passed!  Gate  Gat	o next item	
Gan	ne	received 100% oblems 150 lving Onto pass 80% or	o next item	
	Game Versions  Observe and Play Hacking	Quiz • 8 min		
Vers	sion 1	Review Learning Objectives		
	Describe Hacking Version 1 Create Functional Test Plan	1. For each problem solving strategy that is described in questions 1 to 5, select the kind of Problem Decomposition	1/1 point	
	Hacking Version 1  Create Algorithm for Hacking	from the Problem Solving Ontology, that best describes the strategy.  Submit your assignment		Try again
Vers	sion 1	Solve a cross word puzzle by a mpleting the words in the upper left corner first, rather than completing the words		Try again
	<b>Video:</b> Create Algorithm for Hacking Version 1 10 min	in numerical order.		
<b>⊘</b>	<b>Reading:</b> Create Algorithm for Hacking Version 1	feature seeche grade  To Pass 80% or higher	Your grade $100\%$	View Feedback
	10 min	problem refinement	100,0	We keep your highest score
	Reading: Hacking Version 1 Algorithm Solution 5 min	O temporal decomposition		
	Quiz: The Game Creation Process	<b>Like</b>		
<b>⊘</b>	1 question <b>Quiz:</b> Problem Solving Ontology	spatial decomposition		
	5 questions			
		Correct		
		• Company to the analysis the analysis the same to the		
		2. Serve customers in the order that they arrive.	1/1 point	
		of feature selection		
		O problem refinement		
		temporal decomposition		
		experiential decomposition		
		spatial decomposition		
		<b>⊘</b> Correct		
		3. Estimate the area of this shape by treating it a single (red) rectangle. Then create a better estimate by treating it as three (purple) rectangles. Then use more rectangles (not shown) until the estimate is "close enough".	1/1 point	
		( ) feature selection		
		problem refinement		
		temporal decomposition		
		experiential decomposition		
		Spatial decomposition		
		<b>⊘</b> Correct		
		<b>4.</b> All the rooms in a house must be painted. Four colours must be used: blue, yellow, red, and white. The trim must be painted last and the trim is all white. Instead of painting one complete room at a time, paint everything that should be red first, then paint all of the blue, then all of the yellow. Paint the white trim and everything else that is white last.	1/1 point	
		feature selection		
		O problem refinement		
		temporal decomposition		
		experiential decomposition		
		O spatial decomposition		
		<b>⊘</b> Correct		
		5. Before entering a game competition for a new game, watch it being played by others, try to play the game, and then explain how the game is played to someone else to ensure you understand the rules and possible strategies.	1/1 point	
		O feature selection		
		O problem refinement		
		temporal decomposition		
		experiential decomposition		
		spatial decomposition		
		Spacial decomposition		

**⊘** Correct