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Unit 3 - Week 1

Course outline

How does an NPTEL online course work?

Week 0

Week 1

- Introduction to Programming (unit?unit=1&lesson=2)
- Why Programming? (unit?unit=1&lesson=3)
- Programming for Everybody (unit?unit=1&lesson=4)
- Any Prerequisites? (unit?unit=1&lesson=5)
- Where to start? (unit?unit=1&lesson=6)
- Why do we have so many languages?

Assignment 1

The due date for submitting this assignment has passed. **Due on 2020-02-12, 23:59 IST.**

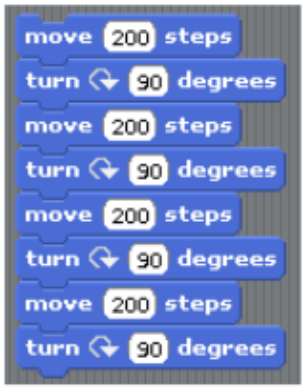
Assignment submitted on 2020-02-11, 09:52 IST

1) Recall the programming using scratch. Which of the following set of instructions will not end up getting the sprite (the cat) back at the initial state (both in terms of movement and the angle)? ***1 point***

(unit?
unit=1&lesson=7)

- How to go about programming? (unit? unit=1&lesson=8)
- Why to learn programming? (unit? unit=1&lesson=9)
- What is programming? (unit? unit=1&lesson=10)
- How to give instructions? (unit? unit=1&lesson=11)
- Introduction to Scratch (unit? unit=1&lesson=12)
- Introduction to Loops (unit? unit=1&lesson=13)
- More about Loops (unit? unit=1&lesson=14)
- Solution to Looping Problem (unit? unit=1&lesson=15)
- Scratch : Animation 1 (unit? unit=1&lesson=16)
- Scratch : Animation 2 (unit? unit=1&lesson=17)
- Scratch : Animation 3 (unit? unit=1&lesson=18)
- More on Scratch (unit? unit=1&lesson=19)
- **Quiz : Assignment 1 (assessment? name=255)**

Week 1 Feedback (unit? unit=1&lesson=260)



Yes, the answer is correct.
Score: 1

Accepted Answers:

2) What is the output of the following ***1 point***

- 3
- 33
- 30
- None of the above

Yes, the answer is correct.
Score: 1

Accepted Answers:
33

3) What is the output of the following ***1 point***

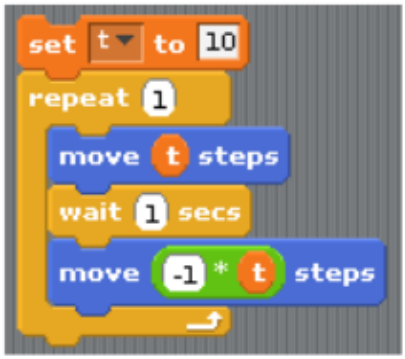
- 0
- 10
- -10
- None of the above

Week 2
Week 3
week 4
Week 5
Week 6
Week 7
Week 8
Week 9
Week 10
Week 11
Week 12
Text Transcripts
Download Videos
Books

Yes, the answer is correct.
Score: 1

Accepted Answers:
-10

4) When we double click the following instructions, the sprite (cat) ***1 point***



- keeps moving forward
- moves forward in steps of 10
- moves backward 10 steps and then come back to its original position
- moves forward 10 steps and then come back to its original position

Yes, the answer is correct.
Score: 1

Accepted Answers:
moves forward 10 steps and then come back to its original position

5) Assuming our sprite to be an aeroplane now, the following instructions represent an aeroplane ***1 point***

- moving forward
- falling
- moving backward
- making circular motions

Yes, the answer is correct.
Score: 1

Accepted Answers:
making circular motions

6) Consider 2 blocks of instructions shown below for an aeroplane sprite. Choose the correct option from the following ***1 point***

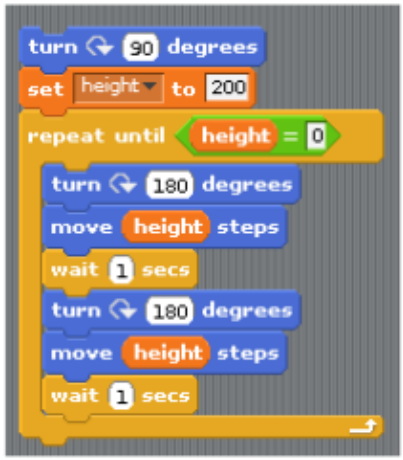
- First block represents landing while the second represents takeoff

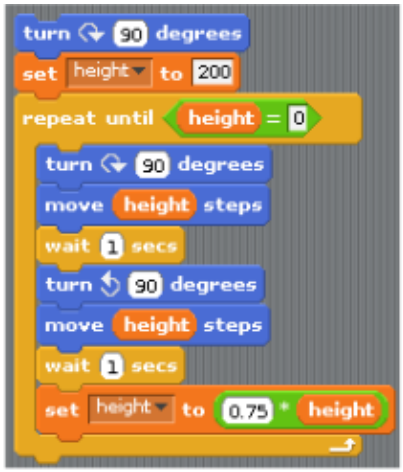
- First block represents takeoff while the second represents landing
- Both the blocks represent takeoff
- Both the blocks represent landing

Yes, the answer is correct.
Score: 1

Accepted Answers:
First block represents takeoff while the second represents landing

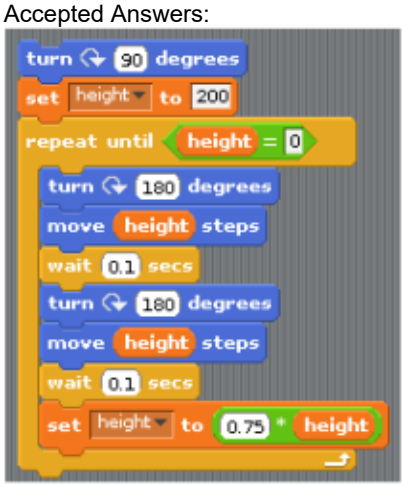
7) Which of the following represents the code block for a jumping baseball which initially jumps to a height of 200 and then in every subsequent iteration reaches 3/4th of the height in the previous iteration till it comes to rest. ***1 point***



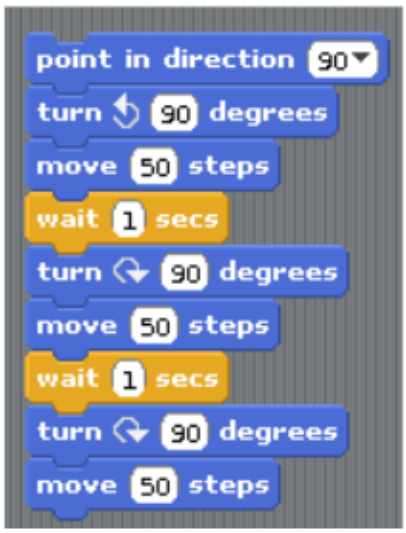


Yes, the answer is correct.
Score: 1

Accepted Answers:



8) Imagine a ghost sprite. What does the following block of instructions represent ***1 point***



- Ghost going vertically up and then down
- Ghost going backward and then forward
- Ghost going up, flying forward for some steps and then coming down
- None of the above

Yes, the answer is correct.
Score: 1

Accepted Answers:

Ghost going up, flying forward for some steps and then coming down

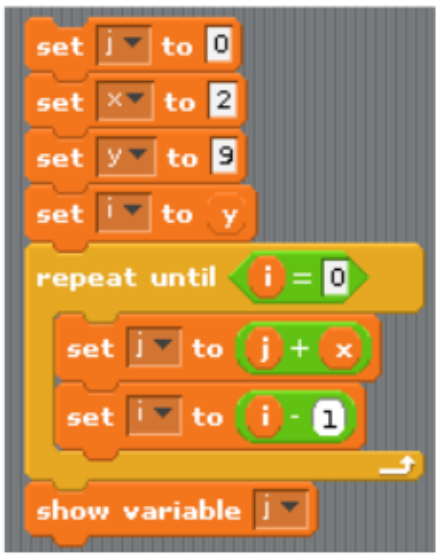
9) Which of the following is true? ***1 point***

- We can not implement an infinite loop using scratch
- We can not create a random integer using scratch
- Scratch does not have an explicit square root function
- Scratch does not have an explicit power function

No, the answer is incorrect.
Score: 0

Accepted Answers:
Scratch does not have an explicit power function

10) What does the following code compute ***1 point***



- multiplication of x and y
- x to the power y
- factorial of x
- None of the above

Yes, the answer is correct.
Score: 1

Accepted Answers:
multiplication of x and y