

## **Apps and Games**

### **Assessment**

#### **Instructions**

1. DO NOT OPEN THIS BOOKLET UNTIL YOUR PROCTOR TELLS YOU.
2. It's an open book exam, you are free to explore the answers online or refer to any book.
3. Figures are not necessarily drawn to scale.
4. Before starting the test, your proctor will ask you to record certain information in the answer form.
5. Answer all the questions.
6. SCORING: You will receive 10 points for each correct answer, 1-9 points for incomplete answers (depending on the approach to the problem) and 0 points for each unattended question.
7. You have 50 minutes to complete the test.
8. Complete the test, zip the folder and submit the zip file with your name included in file name to [info@qwings.in](mailto:info@qwings.in).

#### **Answer the following**

##### **Q1.**

Design an application to convert temperature from degree Celsius to Fahrenheit.

##### **Q2.**

Customize Bounce game such that

- a. Paddle speed is set to 'fast'.
- b. Ball speed is normal in the beginning and set to 'very fast' after 'ball in goal'.
- c. Add at least three different sounds at different places in the game.

---

### Q3.

Customize Flappy game such that

- d. Player should be 'Shark'.
- e. Obstacles should be random.
- f. Player should score five points after crossing each obstacle.

