

swaraj wattamwar 157

1. What is Scratch?

- a) A programming language for professionals
- b) A drag-and-drop visual programming language for beginners
- c) A hardware device for advanced coders
- d) A word-processing software

2. In Scratch, what are characters or objects called?

- a) Blocks
- b) Sprites
- c) Scripts
- d) Backdrops

3. Which block is used to move a sprite forward in Scratch?

- a) Glide
- b) Jump
- c) Move
- d) Go to

4. What type of programming model does Scratch use?

- a) Object-oriented programming
- b) Functional programming
- c) Procedural programming
- d) Event-driven programming

5. What is the event that occurs when a sprite's costume is clicked in Scratch?

- a) Key Pressed
- b) Green Flag Clicked
- c) Mouse Clicked
- d) Start Clicked

6. Which block is used to make a sprite say something in Scratch?

- a) Show
- b) Speak
- c) Tell
- d) Say

7. What is the name of the Scratch block used to repeat a set of actions?

- a) Repeat Forever
- b) Repeat Until
- c) Repeat X Times
- d) Repeat

8. What are the different costumes of a sprite called in Scratch?

- a) Outfits
- b) Looks
- c) Costumes

d) Appearances

9. Which category in Scratch contains blocks related to motion and movement?

- a) Events
- b) Control
- c) Looks
- d) Motion

10. How do you delete a block from a script in Scratch?

- a) Drag it to the trash bin
- b) Right-click and select "Delete"
- c) Press the Delete key on the keyboard
- d) All of the above

11. What does the "if" block in Scratch do?

- a) Repeats a set of actions forever
- b) Allows sprites to communicate with each other
- c) Checks a condition and performs an action based on the result
- d) Sets the background image of the project

12. Which block is used to change the background of a project in Scratch?

- a) Switch Backdrop
- b) Change Backdrop
- c) Next Backdrop
- d) Set Backdrop

13. What is the purpose of a "variable" in Scratch?

- a) To display messages on the screen
- b) To change the appearance of a sprite
- c) To store and manipulate data in a project
- d) To repeat a set of actions indefinitely

14. Which block is used to hide a sprite in Scratch?

- a) Vanish
- b) Hide
- c) Disappear
- d) Go Away

15. What is the event that occurs when the green flag is clicked in Scratch?

- a) Start
- b) Go
- c) Begin
- d) Green Flag

16. Which block is used to wait for a specific amount of time in Scratch?

- a) Wait For
- b) Sleep
- c) Wait Until
- d) Wait Seconds

17. How can you duplicate a sprite in Scratch?

- a) Right-click and select "Duplicate"
- b) Drag it to the "Duplicate" area on the stage
- c) Press Ctrl + D (Command + D on Mac)
- d) All of the above

18. What is the Scratch block used to set the size of a sprite?

- a) Resize
- b) Scale
- c) Set Size
- d) Change Size

19. What is the name of the Scratch block used to play a sound?

- a) Play Sound
- b) Start Sound
- c) Sound On
- d) Sound Play

20. Which category in Scratch contains blocks related to pen and drawing?

- a) Sound
- b) Pen
- c) Looks
- d) Control

21. What is the purpose of the "broadcast" block in Scratch?

- a) To share projects with others
- b) To send a message to other sprites
- c) To display text on the screen
- d) To create an animation effect

22. How can you change the background color of a project in Scratch?

- a) Use the "Change Backdrop Color" block
- b) Drag a color from the palette and drop it on the stage
- c) Right-click and select "Change Background Color"
- d) Use the "Set Stage Color" block

23. What is the Scratch block used to stop all scripts in a sprite?

- a) End

- b) Stop
- c) Terminate
- d) Halt

24. What is the name of the Scratch block used to reset a sprite's position and appearance?

- a) Reset
- b) Reappear
- c) Start Over
- d) Go to Start

25. How can you change the language of the Scratch interface?

- a) It cannot be changed; it is fixed in English.
- b) Go to the Scratch settings and select the desired language.
- c) Right-click on the stage and choose the language from the menu.
- d) The language changes automatically based on the user's location.

26. Which block is used to repeat a set of actions until a condition is met in Scratch?

- a) Repeat Until
- b) Repeat Times
- c) Repeat If
- d) Repeat When

27. What does the "glide" block in Scratch do?

- a) It moves a sprite to a specific position smoothly.
- b) It plays a smooth animation for a sprite.
- c) It changes a sprite's appearance to look like it is gliding.
- d) It creates a smooth transition between different backdrops.

28. What is the Scratch block used to change the direction of a sprite?

- a) Point Towards
- b) Turn To
- c) Face
- d) Rotate Towards

29. What is the purpose of the "broadcast and wait" block in Scratch?

- a) To pause the script execution for a certain time
- b) To send a message to other sprites and wait for their response
- c) To end the execution of all scripts in a sprite
- d) To display a message on the screen and wait for user input

30. Which category in Scratch contains blocks related to sensing and detecting interactions?

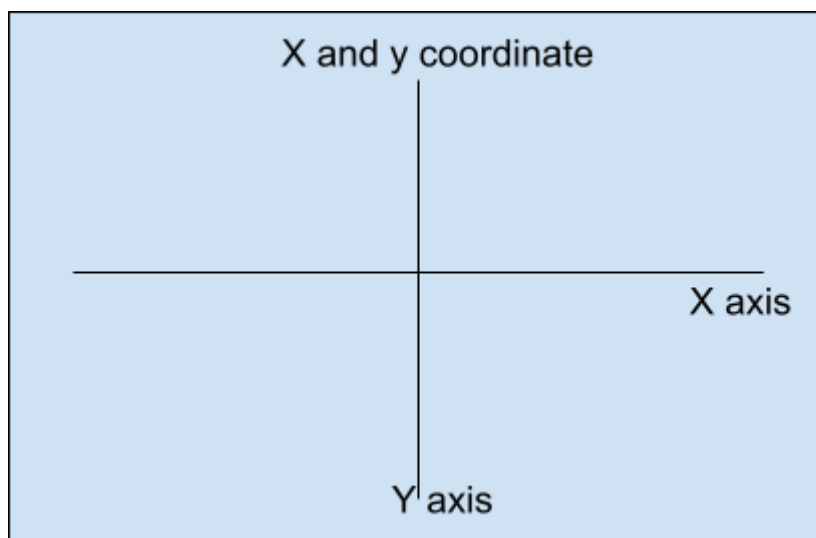
- a) Sensing
- b) Looks

- c) Sound
- d) Control

(Write answer in Pointwise)

**Q.What is X-Y coordinate system explain in detail.**

1. x-y coordinate system is system that help sprite stay at particular position
2. there are 4 quadrant



3.

$(x,y)(-x,-y)(-x,y)(x,-y)$

**Q.Explain motion block in detail.**

Motion blocks are essential for controlling how sprites move and interact within a Scratch project. Here's how they can be effectively used:

Character Movement:

Animation

Positioning Sprites

Interactivity

Edge Detection

Rotation Control