Name: _____   Date: _____

Question 1

What is an <u>algorithm</u>?

  A. Computer code that runs on phone or PC

  B. A math formula, like x = y+1

  C. A general set of instructions, like a recipe

  D. Python, Java, and SNAP are examples

Question 2

Which best describes a <u>computer bug</u>?

  A. When a program produces an expected error, like when user is asked to input a number, but types in a letter, and it says "invalid."

  B. When a program does not behave as expected because the programmer made incorrect assumptions.

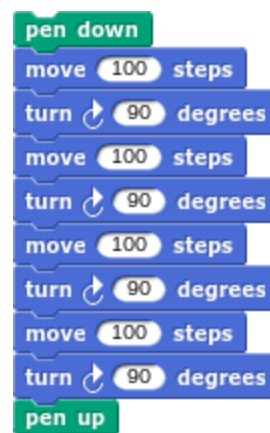 C. When the program shuts down because the laptop battery gets too low.

Question 3

What is a sprite in SNAP?

  A. An object on the stage that the code can manipulate (move, show, say)

  B. A block of code that performs a specific function

  C. Another word for costume, an image that can be imported and shown.

Question 4

Which shape does the below code draw?

  A. Pentagon

  B. Square (same length sides)

  C. Circle

  D. Star

  E. Rectangle (different length sides)

Question 4

Which block allows a sprite to alert another sprite of an event?

  A. Say

  B. Broadcast

  C. Touching

  D. Costumes

Question 5
Let's program the start of a knock-knock joke. Using broadcast and when I receive blocks, which is the correct way to program the first 2 lines?

A

Sprite 1	Sprite 2
when ⚑ clicked say Knock,·knock for 1 secs when I receive who ▾ say Cash for 1 secs	when I receive knock ▾ say Who's·there? for 2 secs broadcast who ▾

B

Sprite 1	Sprite 2
when ⚑ clicked say Knock,·knock for 1 secs broadcast knock ▾ say Cash for 1 secs	when I receive knock ▾ say Who's·there? for 2 secs

C

Sprite 1	Sprite 2
when ⚑ clicked say Knock,·knock for 1 secs broadcast knock ▾ when I receive knock ▾ say Cash for 1 secs	when I receive knock ▾ say Who's·there? for 2 secs broadcast knock ▾

D

Sprite 1	Sprite 2
when ⚑ clicked say Knock,·knock for 1 secs broadcast knock ▾ when I receive who ▾ say Cash for 1 secs	when I receive knock ▾ say Who's·there? for 2 secs broadcast who ▾