What are “libraries,” how do you import them, and why might they be useful?

Answer

Let understand with example, suppose you are solving a numerical. You have an idea what the topic is but you do not know the formula which required to solve the numerical. So you look at you book or notes. But in case of computer, computer/program do not know anything except you told it (in special words).So each and every thing you want to perform to the program you must tell it. For our facility scientist created the code. When we install any computer Language these codes are attach to the setup of a language as a part of language. Suppose you are working in C++ when you want to print something you write a code which is **printf** You write and when your program is run you see the output you want. Suppose you want to “print l love Pakistan “you see it. Above we say computer/program do not know anything so there is a question how program have the information about that thing that when user print printf you print the required output. This is because when you write code printf and when compiler read it compiler go to the notes or book (in the language of the program we called it Libraries) and read the codes which is written by the scientist.

“Libraries are the part of the program language

which help the program to execute”

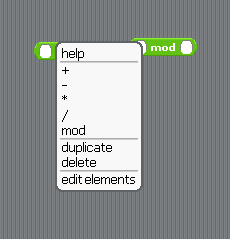
(Traditional Definition)

We import the libraries by calling them. When the compiler read the code when it read such a word or statement which have no idea about it. It will go to the Libraries.

Suppose we want to take the input to the use and we write a code scanf if there is no libraries in there programing language. It is our duty or headache to write a very large code to understand the program what the meaning of scanf. If we follow this practice we cannot complete our task or we cannot give the focus of our real problem. In this way the libraries are useful

2. You are writing code to calculate your grade in CS10, when you realize that you’ve been using the wrong block. Instead of subtracting two numbers, you should be adding them together. What do you do to relabel the “subtract” block as an “add” block?

Answer



This is picture in BYOB

In this way you can relabel the subtract block as an add block.

3. How do you find out what the function below does without writing any code?



Answer

In very good program there is always an option of ‘HEPL’ like a manual. When you are working in the BOYB and you want to know about this one you will only right click on this. You see the option of help like given in the figure below

When you click on help you will see

4. You are trying to run a program in Snap!, but it’s taking forever to execute. How can you make this program run faster? (Hint: There are two features in Snap! that would allow you to do this.)

Answer

In snap we have two options one is  and second is  which is use for this purpose. This option is not available in BOBY

5. Which symbol out of {!, @, #, $, %, ^, &, \*, ~} helps you create a variable as you are typing the name of a custom block?

Answer

% is use for this purpose.For example when we write the name of custom block if we write “usama” just after “usama” variable created automatically.

6. To help your friend with their math homework, you want to find the tangent of 0. Which block in Snap! allows you to do that? (Hint: Look for a block that lets you do a lot of different mathematical operations….)

Answer

This is very interesting and simple question. In BOBY there is a simple way to do this

 but if you use tan(x)=sin(x)/cos(x) you can 

In this way you can move able to understand tan(x) function. But it’s up to you.

7. You’re happily drawing images in Snap! when your sprite drifts off the stage and disappears! Uh-oh! How do you get your sprite back onto the stage?

 Answer

We use In this way we are able to control the position of sprite on screen

8. You’ve been trying to debug your code for the past three hours, but still can’t figure

out what’s wrong. What tool in Snap! can you use to help you find the bug?

 Answer

We use in settings. This facture of snap able us to run the code step by step. In this way you will observes the code working/effect more.

9. For each of the tasks listed below, find a Snap! block that accomplishes it.

● Return the opposite of True or False.



For this purpose we use not operation

This operation show the output inverse like in case of true answer is false and vise versa.

● Check if the variable “mystery” is set to text or a number.

We use and drag the variable in blank like

● Remove a Sprite from the stage (without deleting the Sprite entirely).

We use the command hide  if we do not want to delete the sprite

● Make a sprite write, not say, “BJC” with font size 20.

To write BJC with font size 20 we use 

● Find out if the left mouse button is currently clicked.

We use For check