STUDENT FIRST NAME / LAST NAME: Voeun Chanthou

CLASS: C

**ALGORITHM EXAM #2**

**1h**

|  |  |
| --- | --- |
| SCORE | / 100 |
| COMMENT |  |

**WARNING /!\**

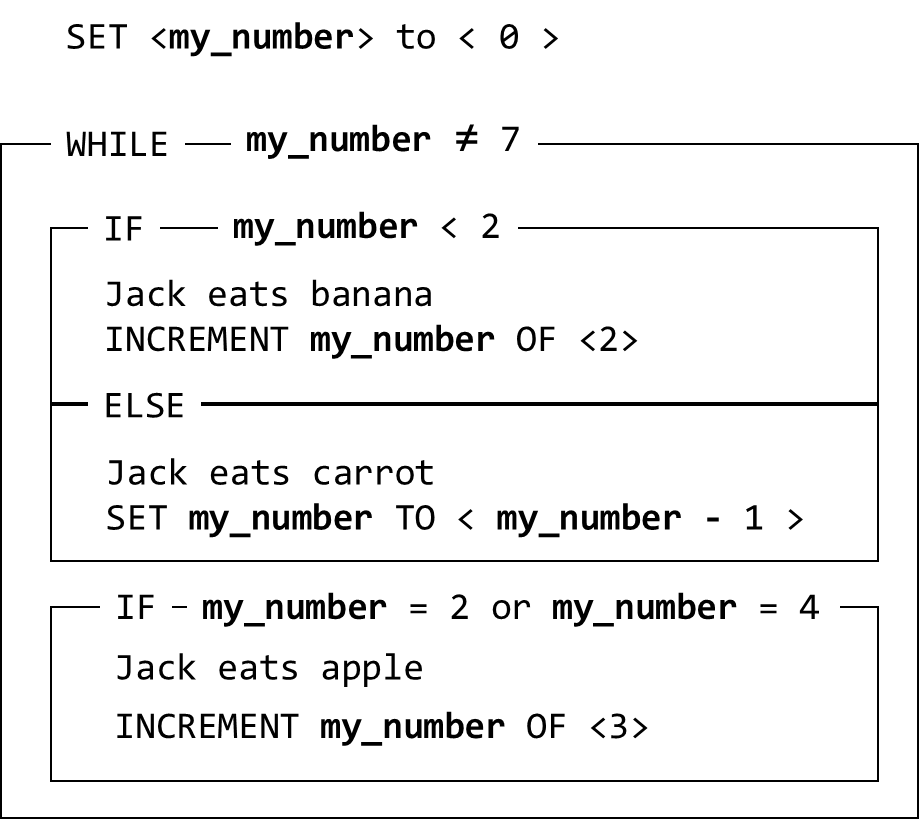
**YOU NEED TO CHECK CAREFULLY STEP BY STEP THAT YOUR CODE WORKS**

**If you code does not work, you will get a 0 score**

**DO NOT USE INSTRUCTION OR CONDITION THAT ARE NOT ALLOWED**

**Exercise 1 (15 POINTS)**

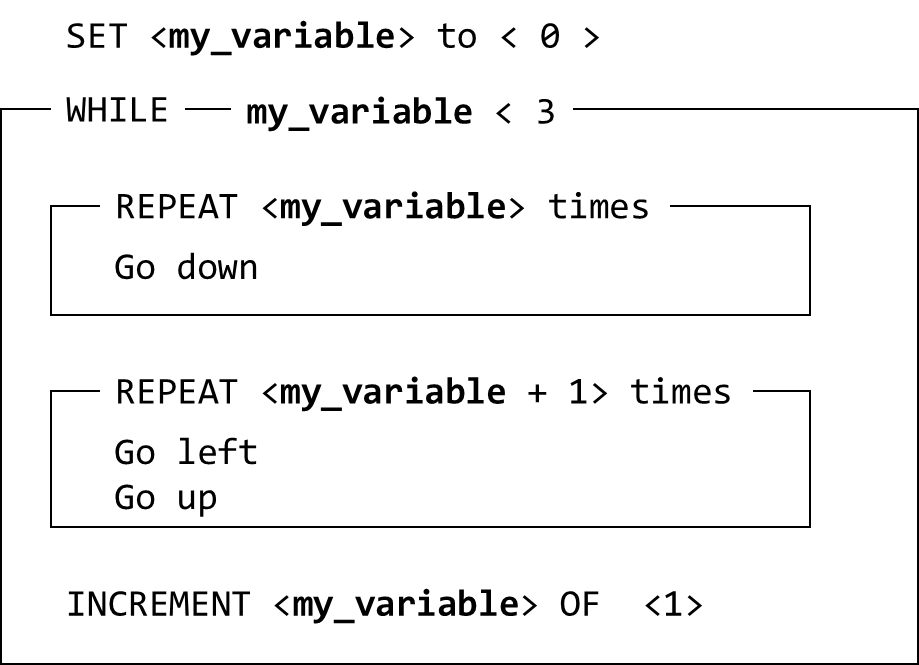
Complete the table. Use a new line every time my\_number changes

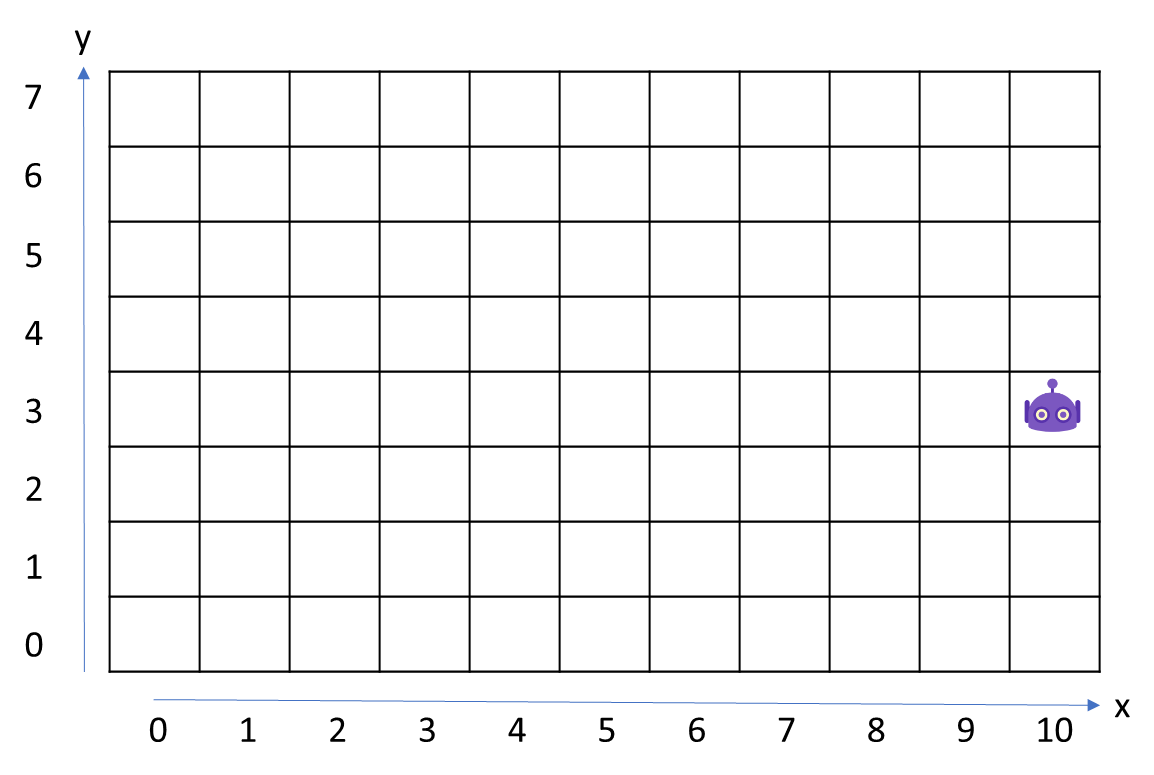


|  |  |
| --- | --- |
| my\_number | What Jack eats? |
| 0 | Eats apple |
| 5 | Eats apple |
| 7 | ចូលលែងរួចហើយចប់ត្រឹមនឹង |
|  |  |
|  |  |
|  |  |

**Exercise 2 (15 POINTS)**

Draw the path of Jack (with arrows )

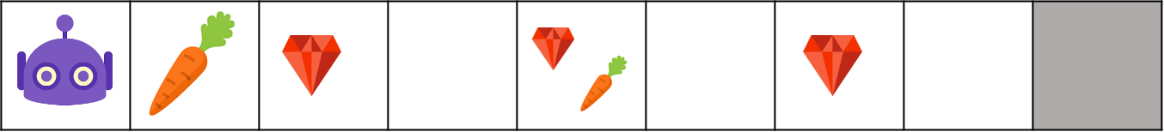




**Exercise 3 (25 POINTS)**

|  |  |
| --- | --- |
| Objective | * Count the score:   If has cell diamond: +2 points  If has cell carrot: +3 points   * Write the score on the last cell   **Warning: your code must work for the 2 cases!!!!** |
| Maximum number of instructions | 10 |
| Allowed instructions | GO-RIGHT IF <CONDITION>  SET <**score**> TO < > IF <CONDITION> ELSE INCREMENT <**score**> OF < >  REPEAT < > TIMES WRITE <**score**>  <**score**> |
| Allowed conditions | <HAS CARROT>  <HAS DIAMOND> |

**CASE 1**



**CASE 2**

****

Set<score> to <0>

While <Has cell on right>

If <Has carrot>

Pick up

Increment<score> to <3>

If <Has daimond>

Pick up

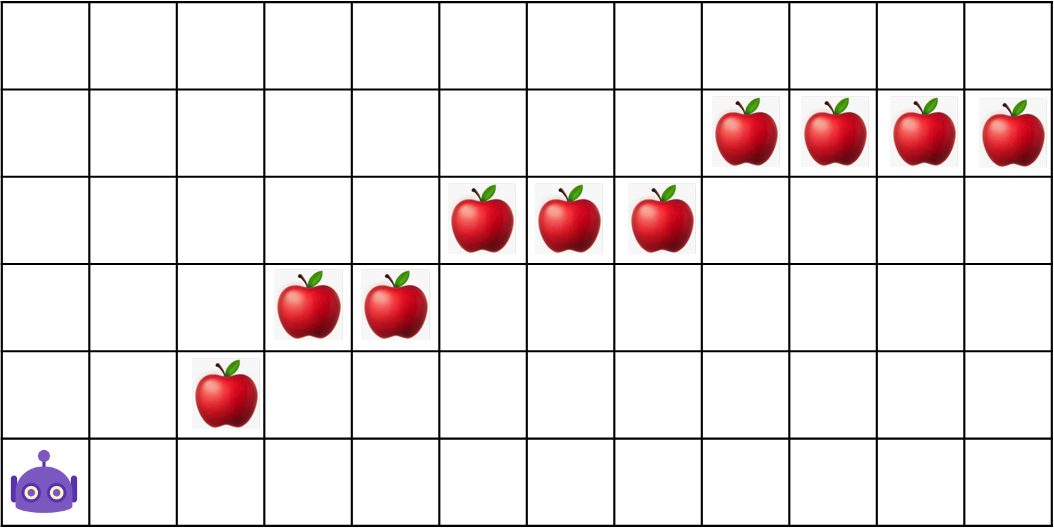
Increment<score> to <2>

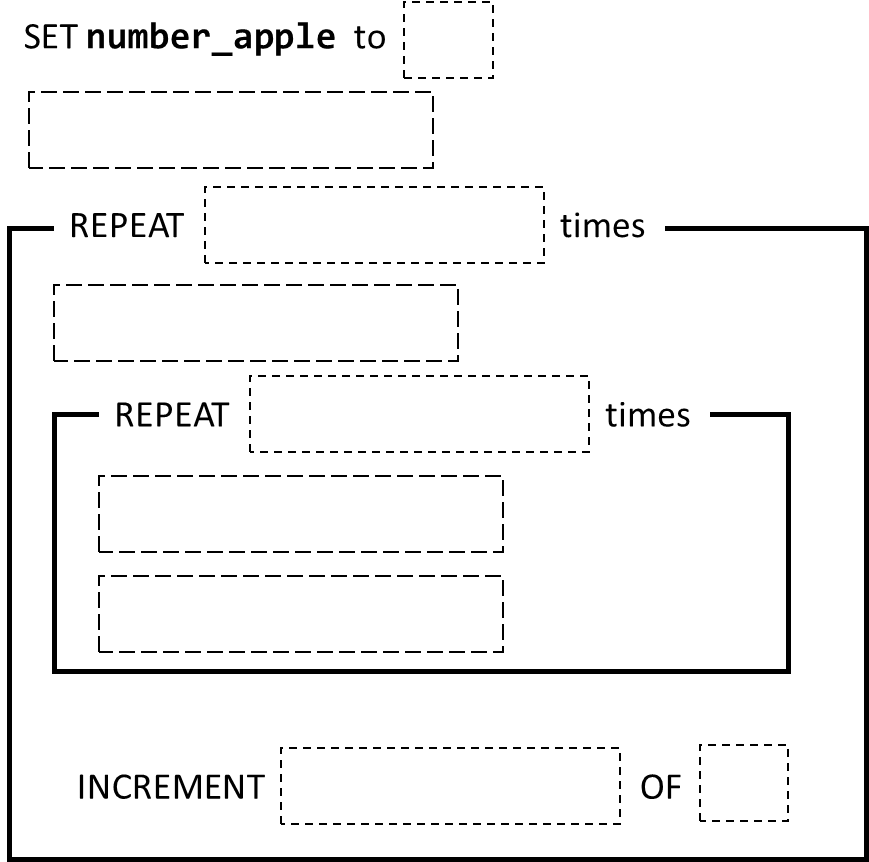
Write<score>

Go right

**Exercise 4 (20 POINTS)**

|  |  |
| --- | --- |
| Objective | * Pick up all apples |
| Allowed instructions | GO-RIGHT GO-UP PICK-UP IF <CONDITION>  SET <**number\_apple**> TO < > IF <CONDITION> ELSE INCREMENT <**number\_apple**> OF < >  REPEAT < > TIMES WRITE < **number\_apple** >  < **number\_apple** > WHILE <CONDITION> |
| Allowed conditions | ***NO CONDITION ALLOWED*** |





1

Number apple

Pick up

Go right

Number apple

Go up

<4>

Go right

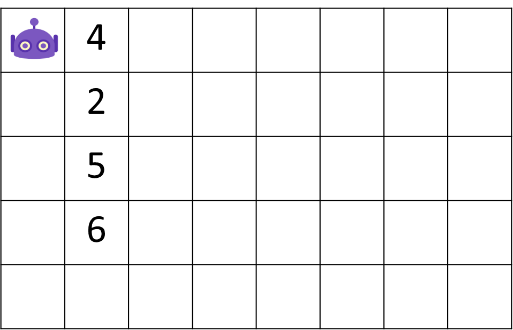
1

**Exercise 5 (25 POINTS)**

|  |  |
| --- | --- |
| Objective | * For each lines: there is a number N. Paint N cells on the right side this number * But if cell has a cross, do not pain the cell   *For instance , for case 1 , the result will be :*    **Warning: your code shall work for the 2 cases!!!!** |
| Max number of instructions | 10 |
| Allowed instructions | GO-RIGHT  GO LEFT REPEAT < > TIMES  GO DOWN  GO UP  PAINT  Variables:  SET <**number\_of\_paint**> TO < >  <**number\_of\_paint**>  <VALUE ON CELL> |
| Allowed conditions | ***NO CONDITION ALLOWED*** |

**CASE 1**

Go right



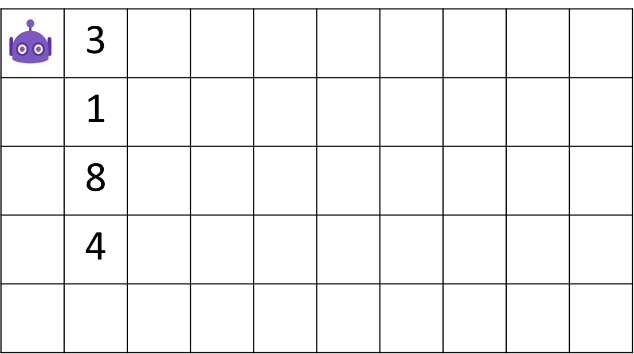
Repeat<4>

Repeat<number of paint>

Se <number of paint> to <value on cell>

**CASE 2**

Go right



Go down

Go left

Repeat<number of paint>

Paint