

Qs) 1 (PAC) to determine a triangle's area on its height and base.

Ans	Given Data : Height (H) Base (B)	Required Data: Area of Triangle
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Processing Req: Formula: $A_{\Delta} = \frac{1}{2} B \times H$ Put values of and Print it.	Alternative Sol: Value of Base & Height can be constant or varied.
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Qs) 2 (IPO) Calculate a person's body Mass Index.

Input	Process	Module	Output
Weight (W) Height (H)	Enter the value of Weight & Height. Calculate (BMI) Print/Display End	Ref Read Calc Print End	Body Mass Index.

Q No 3) Pseudocode for a program that outputs the largest of three numbers.

Ans Start

Print "Enter three number"

Input num1, num2, num3

If num1 > num2 And num1 > num3 then,
Print "num1 is largest"

Elseif num2 > num1 And num2 > num3
Print "num2 is largest"

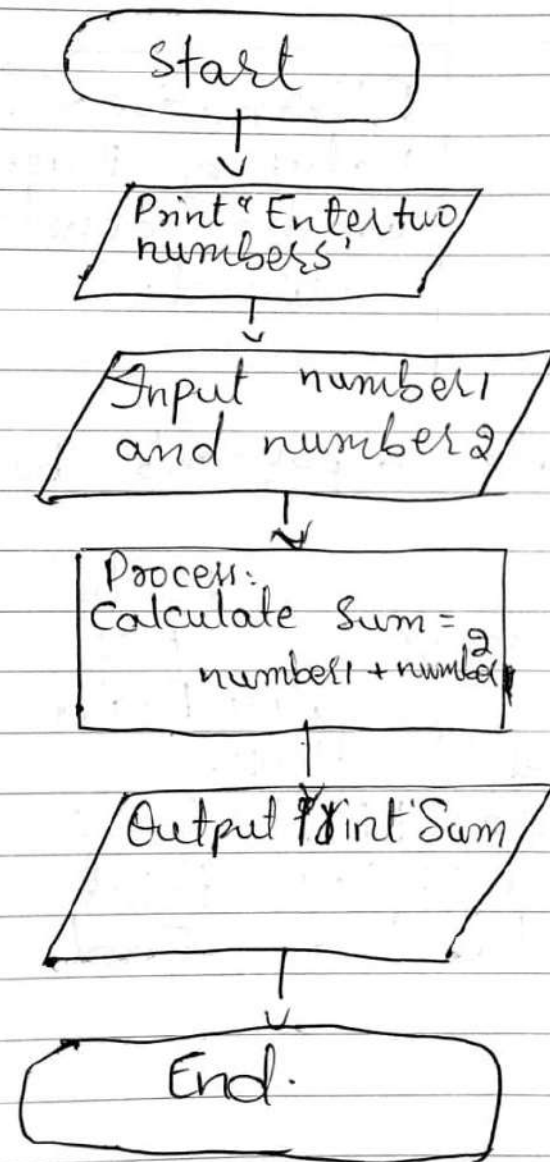
Else ~~not~~
Print "num3 is largest"

Endif

End

Qs 4) Draw flow chart that reads two numbers and print sum.

Ans.



Ques

Algorithm to determine whether has passed or failed based on marks obt in three subjects:

Ans

Start

Input marks of sub1, sub2 and sub3

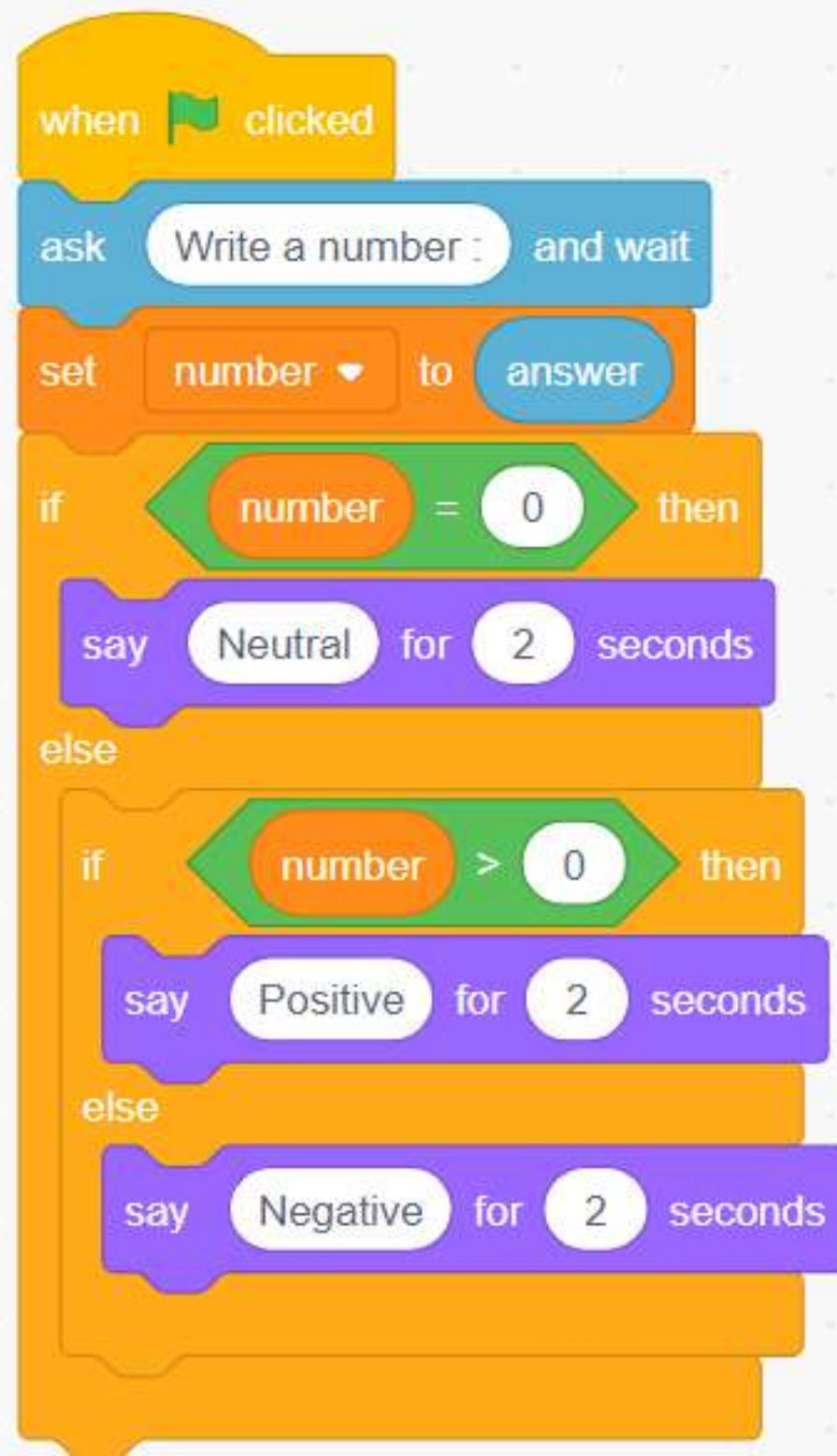
Calculate Average = $\text{Sub1} + \text{Sub2} + \text{Sub3} / 3$

If Average marks are greater than passing marks then passed @

otherwise failed.

End.

Question no :6



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Code Costumes Sounds

Sensing

- touching mouse-pointer ?
- touching color ?
- color is touching ?
- distance to mouse-pointer
- ask What's your name? and wait
- answer
- key space pressed?
- mouse down?
- mouse x
- mouse y
- set drag mode draggable

when clicked

ask Enter the number : and wait

set Number to answer

if $\text{Number} \bmod 2 = 0$ then

say Even for 2 seconds

else

say Odd for 2 seconds

Sprite1: Number 23

Question no : 7

Sprite1

x 0 y 0

Show Size 100 Direction 90

Stage

Backdrops

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Code Costumes Sounds

Motion

- move 10 steps
- turn 15 degrees
- turn 15 degrees
- go to random position
- go to x: 0 y: 0
- glide 1 secs to random position
- glide 1 secs to x: 0 y: 0
- point in direction 90
- point towards mouse-pointer
- change x by 10

Code

```
when green flag clicked
ask "Enter the Length:" and wait
set Length to answer
ask "Enter the width:" and wait
set Width to answer
set Area to Length * Width
set Add to Width + Length
set Perimeter to 2 * Add
say join Area join Area join Perimeter: Perimeter for 2 seconds
```

Stage

Length 2

Width 2

Sprite1: Area 4

Perimeter 8

Add 4

Question No : 8

Sprite1

x: 0 y: 0

Show Size 100 Direction 90

Backdrops

Scratch 3.31.1

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Variables

My Blocks

if then

else

wait until

repeat until

stop all

when I start as a clone

create clone of myself

delete this clone

Sensing

when clicked

set ID to 0000

set Password to 1234

set Login to False

repeat until Login = true

ask Enter Id: and wait

if answer = 0000 then

ask Enter Pass: and wait

if answer = 1234 then

say Login Successful !!! for 2 seconds

set Login to true

else

say Either Id or pass is wrong for 2 seconds

stop this script

0000

1234

true

Question no : 9

Sprite1

x0

y0

Show

Size100

Direction90

QNO10 Pseudocode to determine whether
a number is positive or negative.

As Start
 Print "Enter a number"
 Input number
 If number > 0 then,
 Print "number is positive"
 Else if number < 0
 Print "number is negative"
~~Else~~
 Print "It is Zero"
 End if
 End