

Post- Student Evaluation Test

Comparison of visual programming and hybrid programming environments in programming transfer skills

* Required

1. **Student email ***

2. **Your team name:**

Mark only one oval.

☐

Team1: Study programming concept with Block-based

☐

Team2: Study programming concept with Hybrid based.

Questions

Answer all question bellow

3. 1- For the following code what you think Tortoise will draw *

CoffeeScript

```

speed 2
pen red
for [1..10]
  fd 100
  rt 45

```

Answers: Note that every line length is 100 feeds

A	B	C	D

Mark only one oval.

- ☐ A
☐ B
☐ C
☐ D

Questions

4. 2- For the following code what is the output *

CoffeeScript

```

x=7
y=4
y = x-1
x = x + 3
write 'x is equal to ' + x + '; y is equal to ' + y

```

Mark only one oval.

- ☐ x is equal to 7; y is equal to 4
☐ x is equal to 10; y is equal to 6
☐ x is equal to 4; y is equal to 7
☐ x is equal to 'x+3'; y is equal to 'x-1'
☐ x is equal to 6; y is equal to 8

Questions

5. 3- For the following code what is the output *

CoffeeScript
<pre>sum=0 for x in [0...3] sum=sum+x write 'sum:'+sum</pre>

Answers:

A	B	C	D
sum:3	sum:6	sum:0 sum:1 sum:3	sum:0 sum:1 Sum:3 sum:6

Mark only one oval.

- ☐ A
- ☐ B
- ☐ C
- ☐ D

Questions

6. 4- What does the script do? *

CoffeeScript
<pre> x = 0 sum = 0 for [1..200] if x > 10 and x < 50 sum = sum + x x = x + 1 write 'sum:' + sum </pre>

Mark only one oval.

- ☐ Sum number between 1-200
- ☐ Sum number greater than 10
- ☐ Sum number less than 50
- ☐ Sum number between 10-50

Questions

7. 5- What is the output? *

CoffeeScript
<pre> sum=0 for x in [0...10] if x>8 sum=sum+x write 'sum:' + sum </pre>

Answers:

A	B	C	D
sum:9	sum:19	Not Run	sum:9 sum:19

Mark only one oval.

- ☐ A
- ☐ B
- ☐ C
- ☐ D

Questions

8. **6- Write app make Tortoise move on this route ***



Questions

9. **7- If you want to write a program that asks a users to type in a sentence, then reports back to the users the number of times the letter 'e' appears in the sentence, which of these things would your programming language not need to able to do. ***

Mark only one oval.

- ☐ Store user entered information
- ☐ Display text on the screen
- ☐ Compare two letters to each other to determine if they are the same
- ☐ Convert letters into numbers and numbers into letters
- ☐ Create and modify data as a program runs

Questions

10. 8- What is the output *

CoffeeScript
<pre>x=0 while x<5 write x</pre>

Answers:

A	B	C	D
0 1 2 3 4	5	Not run	Infinite loop

Mark only one oval.


- ☐ A
- ☐ B
- ☐ C
- ☐ D

Questions

11. 9- What is the output *

CoffeeScript
<pre>for [1..3] Write 'apple' Write 'orange' Write 'orange'</pre>

Answers:

A	B	C	D 
apple orange apple orange apple apple orange	orange apple orange apple orange apple orange	apple orange apple orange apple orange orange	orange apple orange apple orange apple apple

Mark only one oval.

- ☐ A
- ☐ B
- ☐ C
- ☐ D
- ☐ No one

Questions

12. 10- What is the output *

CoffeeScript
<pre>for x in [0...10] if x > 5 write x</pre>

Answers:

A	B	C	D
0	5	6	6
1	6	7	7
2	7	8	8
3	8	9	9
			10

Mark only one oval.

- ☐ A
- ☐ B
- ☐ C
- ☐ D

Questions

13. 11- What is the output? *

CoffeeScript
<pre>x=4 if x>10 x=10 else if x<5 x=5 Write x</pre>

Mark only one oval.

- ☐ 4
- ☐ 10
- ☐ 5
- ☐ Nothing
- ☐ Error

Questions

14. 12- What is the output? *

CoffeeScript
<pre>x='Boy' z='game' msg=x + 'play' + z write msg</pre>

Mark only one oval.

- ☐ Boy play game
- ☐ play game boy
- ☐ Boyplaygame
- ☐ game play boy
- ☐ Error

Questions

15. 13- For the following code Answer the questions

CoffeeScript
<pre>x=7 if x> 0 write 'number is positive' else write 'number is negative'</pre>

16. 1- What this code do *

Mark only one oval.

- ☐ Check number if it accept division by zero
- ☐ Find if the number is positive or negative
- ☐ Avoid division by zero

17. What is the output *

Mark only one oval.

- ☐ number is positive
- ☐ number is negative
- ☐ Nothing

18. What is the output if x= -12 *

Mark only one oval.

- ☐ number is positive
- ☐ number is negative
- ☐ Nothing

19. IV- Zero is unsigned number, but according to this code zero consider as negative number , update the code so when (x=0) the output will be ' number is unsigned' . Also keep other functionality working correctly. (if x=0 as input then Output: number is unsigned) *

Questions

20. 14- What is the output? *

CoffeeScript
<pre>x='yes' y=x z=x x='no' y='maybe' z=x</pre>

Mark only one oval.

- ☐ x is equal to 'yes, no'; y is equal to 'yes, maybe'; z is equal to 'yes, no'
- ☐ x is equal to 'no'; y is equal to 'maybe'; z is equal to 'yes'
- ☐ x is equal to 'yes'; y is equal to 'maybe'; z is equal to 'no'
- ☐ x is equal to 'no'; y is equal to 'maybe'; z is equal to 'no'
- ☐ x is equal to 'no'; y is equal to 'maybe'; z is equal to 'x'

Questions

21. 15- What is the output? *

CoffeeScript
<pre>c=5 while c>0 c=c-2 write c</pre>

Answers:

A	B	C	D
3	5 3 1	5 4 3 2 1 0	3 1 -1

Mark only one oval.

- ☐ A
☐ B
☐ C
☐ D

Questions

22. 16- Does the script Run? Why *

CoffeeScript
<pre>write msg msg='hello'</pre>

Mark only one oval.

- ☐ Yes
☐ No

23. IF you select no, how it should be to run

Questions

24. 17- Write app that compare two numbers and print the greater one. Example if n1=5 and n2= 7 it will print n2. *

Questions

25. 18- Does the script Run? Why *

```
CoffeeScript
x=8
y=x-9
if y> 0
  z=8
  NewPoint=y+z
  write 'point s located in x,y'
else
  NewPoint=y+z
  write 'point s located in x,-y'
```

Questions

26. **19- Did you had hard time to understand loop, condition, and functions in code-based environment(5 star is good 1 star is bad) ***

Mark only one oval.

- ☐ 5 Star
- ☐ 4 Star
- ☐ 3 Star
- ☐ 2 Star
- ☐ 1 Star

Questions

27. **20- Are you able to memorize the command of loop, condition, and functions, when you start with in code-based environment(5 star is good 1 star is bad) ***

Mark only one oval.

- ☐ 5 Star
- ☐ 4 Star
- ☐ 3 Star
- ☐ 2 Star
- ☐ 1 Star

Questions

28. **21- When you started writing code in code-based environment. Did you feel you are in new development environment, or the commands for loops, conditions, and functions was familiar to you. ***

Mark only one oval.

- ☐ Yes, it looks new
- ☐ No, it looks familiar