Baseline Assessment - Answers

**1 Which of the following does an IDE not do?**

1. Check for errors
2. Automatically update your program code
3. Provide support or help
4. Support debugging a program

**2 A variable is**

1. the letter x
2. a named location in memory
3. a line of code
4. data

**3 An LED uses a \_\_\_\_\_ to sense light**

1. diode
2. photodiode
3. photocell
4. light diode

**5 Name the variable used in this program**

print (“Welcome”)

name = input(“Please enter your name”)

print (name)

**6 A Python list uses the following symbol**

1. ( )
2. { }
3. < >
4. [ ]

**7 Look at the first few lines of a program**

from microbit import \*

shopping\_list = ["cheese", "beans", "apples"]

print("The shopping trolley")

On the second line the program uses,

1. a variable
2. an array
3. a function
4. a list

**8 A function is**

1. the name of a program
2. a block of code that runs when it is called
3. several lines of code
4. a short program

**9 The value used in the code,** sleep() **is measured in**

1. milliseconds
2. seconds
3. minutes
4. winks

**10 Look at the first few lines of the program**

while True:

if button\_a.is\_pressed():

display.show(Image.HAPPY)

elif button\_b.is\_pressed():

display.show(Image.SAD)

else:

display.show(Image.ASLEEP)

The program uses if, elif and else statements, this is an example of,

1. looping
2. choices
3. selection
4. outputs

**11 Look at the program below**

total = 0

while True:

if button\_a.is\_pressed():

total = total + 1

sleep(100)

display.scroll(total)

elif button\_b.is\_pressed():

total = total - 2

sleep(100)

display.show(total)

What is the value of the variable if the following buttons are pressed, A,A,B,A,B,A,B,B

1. -4
2. 2
3. -3
4. 1

**12 Which of these is not an input?**

1. Shake
2. Button B
3. Pin 0
4. LEDs

**13 In Python a function begins with**

1. func
2. fun
3. def
4. def.

**14 Part of a program is shown below**

hungry = True

while hungry is True:

display.show(Image.SAD

Line 2 is an example of a

a) formula

b) equation

c) variable

d) loop

**15 Ending a while true loop is called**

1. an exit
2. an interrupt
3. an ending
4. a stop

**16 A program uses the logic comparison** !=**, this means**

1. is equal to
2. is greater than equal to
3. is equal to zero
4. is not equal to

**17 The program below runs, what name is printed?**

from microbit import \*

import random

names = ["Mary", "Damien", "Alia", "Kushal", "Mei Xiu", "Zoltan"]

display.scroll(random.choice(names))

1. Alia
2. Zoltan
3. Mary
4. Any of the names

**18 An LED is programmed to a particular colour using the code,** LED = (0, 255, 0)**. What colour will the LED be?**

1. blue
2. red
3. green
4. another colour

**19 The line of code for** pixel\_id in range(0, len(np)): **is an example of**

1. variables
2. iteration
3. selecting
4. functions

**20 The micro:bit code downloads as a**

1. binary file
2. python file
3. hex file
4. html file

**21 Part of a program compares the temperature using the code**

elif temp > 6 < 15:

display.scroll("Just right")

The comparison used check

1. The temp is greater than 6 or 15
2. The temp is less than 6 or 15
3. The temp is greater than 6 and less than 15
4. The temp is greater than 6 or less than 15

**22 Part of a program to display an image of a boat on the LEDs is shown below,**

boat = Image("05050:"

"05050:"

"05050:"

"99999:"

"09990")

display.show(boat)

The display.show() is an example of a

1. a variable
2. a method
3. a function
4. a module

**23 In Python, which of these is not a comparison**

1. >
2. <
3. >=
4. =

**24 To import all of the micro:bit modules you add the code**

1. from microbit import all
2. from micro:bit import modules
3. from microbit import \*
4. from microbit import

**25 To keep a program continually running you use**

1. repeat
2. for loop
3. while True
4. again

**26 Look at line two and three of the program below**

while True:

msg = radio.receive()

if msg != None:

if msg == 'HAPPY':

display.show(Image.HAPPY)

sleep(200)

These lines are an example of

1. an if statement
2. an error
3. a nested if
4. an else if statement

**27 The above program receives a message that is stored in the variable** *msg***, what does the program do next?**

1. nothing
2. prints HAPPY
3. displays an image
4. sleeps for 200