Unit 2 Loops Quiz

Question 1

The script below is missing a crucial block to continually move the sprite right when the right arrow is pressed. What is it?

```
when [flag] clicked
if < key right-arrow pressed? >
    point in direction (90)
    move (5) steps
```

○ a   The code should be wrapped inside a repeat block.

```
repeat (10)
```

○ b   The "when green flag is clicked" block should be replaced with:

```
when I am clicked
```

○ c   The code should be wrapped inside a forever block.

```
forever
```

○ d   The code is missing the broadcast and when I receive blocks.

```
broadcast
```

```
when I receive
```

Question 2

Which is the following is the CORRECT code for screen switching when the sprite is at the RIGHT edge of the stage? You can assume that the stage will correctly change costumes when it receives the message.

a
```
if ( y position > 240 )
    broadcast go to screen 2 ▼
    set x to -240
```

b
```
if ( x position > -240 )
    broadcast go to screen 2 ▼
    set x to -240
```

c
```
if ( x position < 240 )
    broadcast go to screen 2 ▼
    set x to -240
```
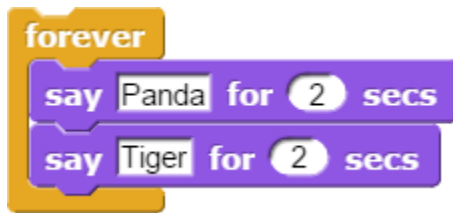
d
```
if ( x position > 240 )
    broadcast go to screen 2 ▼
    set x to -240
```

Question 3

What would appear on the screen when this script is run?

○ a   The sprite would say "Panda" and "Tiger" at the same time forever.

○ b   The sprite would say "Tiger" forever.

○ c   The sprite would alternate between saying "Panda" and "Tiger" forever.

○ d   The sprite would say "Tiger" then "Panda" once.

Question 4

What is a variable?

○ a   A place for words to appear above the sprite in a voice bubble

○ b   A place to store a value for retrieval and use later

○ c   An operator for Boolean expressions

○ d   A block for repeating a set of instructions

○ e   None of the above