

WEEK 17 Part 3 Wireless communications

Online activities for Week 17

iCMA 43

Block 3: Connecting people, places and things

Questions

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Finish attempt ...

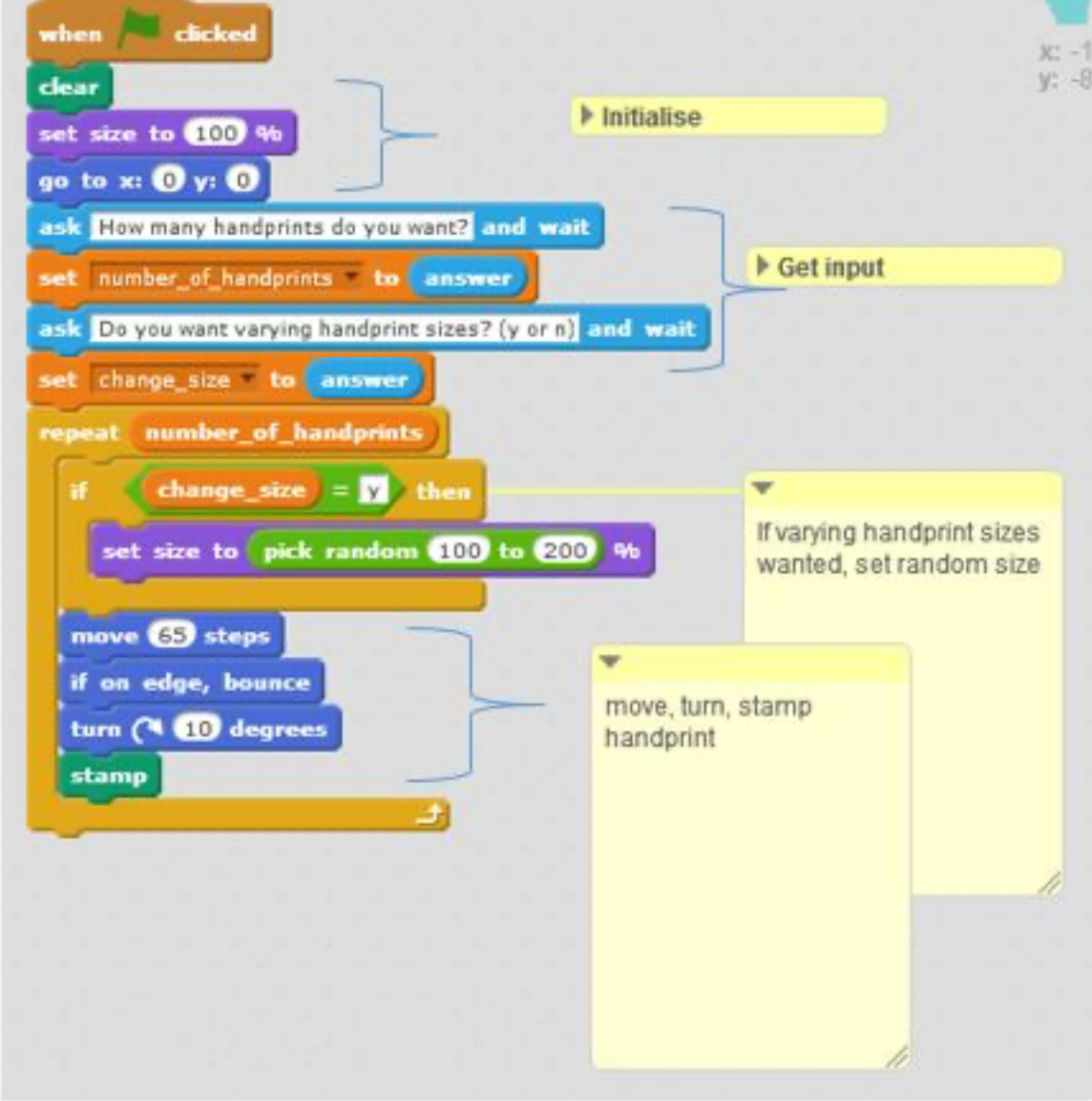
Question 6 Tries remaining: 3

Marked out of 1.00 Flag question

A sprite, Hand, has the following costume.



Study the program below which simulates children's handprint paintings on the Stage using Hand.



It produces 'paintings' such as the following:



(50 handprints, varying handprint sizes)



(50 handprints, unvarying sizes)

Which one of the following programs is **not** equivalent to this one?

- when clicked

clear

set size to 100 %

go to x: 0 y: 0

ask How many handprints do you want? and wait

set number_of_handprints to answer

ask Do you want varying handprint sizes? (y or n) and wait

set change_size to answer

repeat number_of_handprints

if change_size = y then

set size to pick random 100 to 200 %

move 65 steps

if on edge, bounce

turn 10 degrees

stamp

define get_input

ask How many handprints do you want? and wait

set number_of_handprints to answer

ask Do you want varying handprint sizes? (y or n) and wait

set change_size to answer

define initialise

clear

set size to 100 %

go to x: 0 y: 0
- when clicked

clear

set size to 100 %

go to x: 0 y: 0

ask How many handprints do you want? and wait

set number_of_handprints to answer

ask Do you want varying handprint sizes? (y or n) and wait

set change_size to answer

repeat number_of_handprints

change_size

make_handprint

define change_size

if change_size = y then

set size to pick random 100 to 200 %

define make_handprint

move 65 steps

if on edge, bounce

turn 10 degrees

stamp
- when clicked

clear

set size to 100 %

go to x: 0 y: 0

ask How many handprints do you want? and wait

set number_of_handprints to answer

ask Do you want varying handprint sizes? (y or n) and wait

set change_size to answer

repeat number_of_handprints

make_handprint

define make_handprint

change_size

move 65 steps

if on edge, bounce

turn 10 degrees

stamp

define change_size

if change_size = y then

set size to pick random 100 to 200 %
- when clicked

clear

set size to 100 %

go to x: 0 y: 0

ask How many handprints do you want? and wait

set number_of_handprints to answer

ask Do you want varying handprint sizes? (y or n) and wait

set change_size to answer

repeat number_of_handprints

change_size change_size

make_handprint

define change_size affirmative

if affirmative = y then

set size to pick random 100 to 200 %

define make_handprint

move 65 steps

if on edge, bounce

turn 10 degrees

stamp
- when clicked

clear

set size to 100 %

go to x: 0 y: 0

ask How many handprints do you want? and wait

set number_of_handprints to answer

ask Do you want varying handprint sizes? (y or n) and wait

set change_size to answer

repeat number_of_handprints

make_handprint

define make_handprint

change

stamp

define change

if change_size = y then

set size to pick random 100 to 200 %

move 65 steps

if on edge, bounce

turn 10 degrees

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