

## Chapter Test Chapter 9

A. Multiple Choice: Shade the letter of the best answer in the answer sheet provided.

1. Which enables the activation of	of the broadcast block?
a. Message c. Nu	mber
b. Events d. Iter	ms
2. Which ensures the timing of th	ne two sprites in sync without the broadcasting message?
a. Advance conversation	c. Sprite 1 speech
b. Dance Sprite speech	
3 creates conversation between sprites and instruct them to dance.	
a. Advance conversation	c. Sprite 1 speech
b. Dance Sprite speech	d. Basic dialog
4 shows interaction amo	ong five scripts that control a back and forth conversation about
Math in two sprites.	
a. Dance	c. Math Test
b. Race	d. Scenery Change
5. The following are actions in broadcast interaction except;	
a. Replace item by user in	put c. Basic Dialog
b. Scenery change	d. Math Test
6: Sprite to Dance:	: Math Conversation
a. Race : Math Test	c. Dance : Basic Dialog
b. Dance : Race	d. Dance: Math Test
7. All in adding Math Test in con-	versation except;
a. To go block moves the	sprite to the
position	

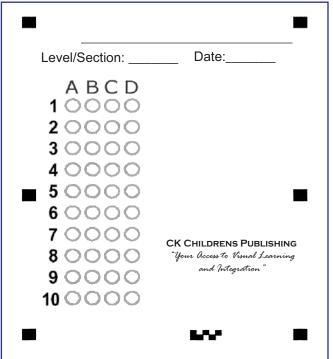
b. To show block display sprite on stage

c. The turn block turns sprite

counterclockwise

- d. Broadcast block broadcast message
- 8. The following are codes in advance conversation except
  - a. Dialog sprite 2 speech
  - b. Conversation sprite 1 speech
  - c. Conversation sprite 2 position
  - d. Conversation sprite 2 speech
- 9. Which is a code in scenery change?
  - a. Sprite 2 action c. Answer 1
  - b. Question 1 d. Story
- 10. Which is a finish button code block picks a random value between two specified number sand reports the result?

Part 2 Saratch Pragrammingto 10





- B. True or False. Shade A if the statement is correct and B if not, in the answer sheet provided.
- 1. Receiving message 1 code block activates the script in the race finish beetle.
- 2. The last block code stop deactivates in race ready.
- 3. Receiving message 3 code activates the script in Math Test answer 2.
- 4. The Math Test codes are used to create a story in which the sprites race each other to a finish line.
- 5. The dance codes are used to create a conversation and interaction about Math in a script.
- 6. The block code needed in broadcasting and receiving messages are found in the events block category.
- 7. The advance conversation codes create conversation between two sprites and enable them to dance.
- 8. The move steps code moves the sprite the amount of specified pixels in the direction that its facing.

