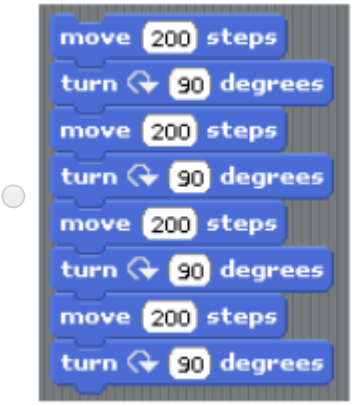
Assignment 1

The due date for submitting this assignment has passed. **Due on 2020-02-12, 23:59 IST.**

Assignment submitted on 2020-02-02, 13:04 IST

Recall the programming using scratch. Which of the following set of instructions will not end up getting the sprite (the cat) back at the initial state (both in terms of movement and the angle)? ***1 point***



Yes, the answer is correct.
Score: 1

Accepted Answers:

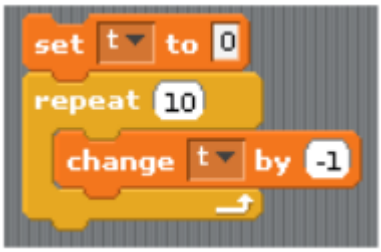
What is the output of the following ***1 point***

- 3
- 33
- 30
- None of the above

Yes, the answer is correct.
Score: 1

Accepted Answers:
33

What is the output of the following **1 point**

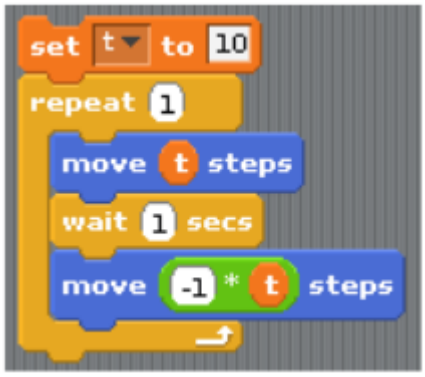


- 0
- 10
- -10
- None of the above

Yes, the answer is correct.
Score: 1

Accepted Answers:
-10

When we double click the following instructions, the sprite (cat) **1 point**



- keeps moving forward
- moves forward in steps of 10
- moves backward 10 steps and then come back to its original position
- moves forward 10 steps and then come back to its original position

No, the answer is incorrect.
Score: 0

Accepted Answers:
moves forward 10 steps and then come back to its original position

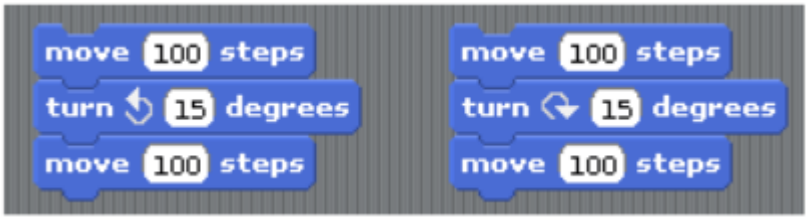
Assuming our sprite to be an aeroplane now, the following instructions represent an aeroplane **1 point**

- moving forward
- falling
- moving backward
- making circular motions

Yes, the answer is correct.
Score: 1

Accepted Answers:
making circular motions

Consider 2 blocks of instructions shown below for an aeroplane sprite. Choose the correct option from the following **1 point**

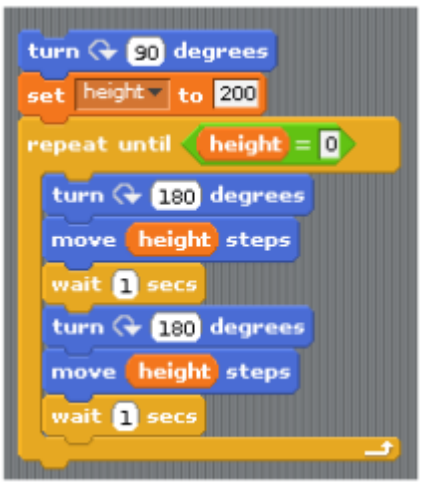


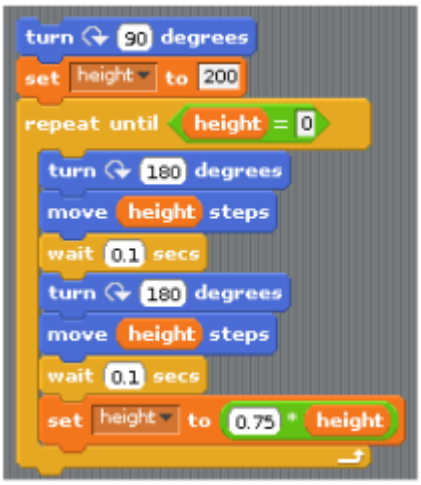
- First block represents landing while the second represents takeoff
- First block represents takeoff while the second represents landing
- Both the blocks represent takeoff
- Both the blocks represent landing

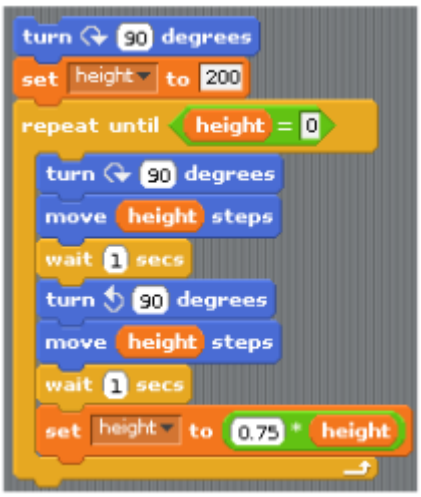
No, the answer is incorrect.
Score: 0

Accepted Answers:
First block represents takeoff while the second represents landing

Which of the following represents the code block for a jumping baseball which initially jumps to a height of 200 and then in every subsequent iteration reaches 3/4th of the height in the previous iteration till it comes to rest. **1 point**



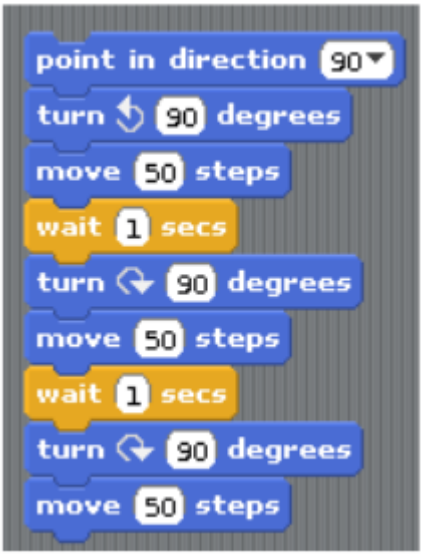




No, the answer is incorrect.
Score: 0

Accepted Answers:

Imagine a ghost sprite. What does the following block of instructions represent **1 point**



- Ghost going vertically up and then down
- Ghost going backward and then forward
- Ghost going up, flying forward for some steps and then coming down
- None of the above

Yes, the answer is correct.
Score: 1

Accepted Answers:
Ghost going up, flying forward for some steps and then coming down

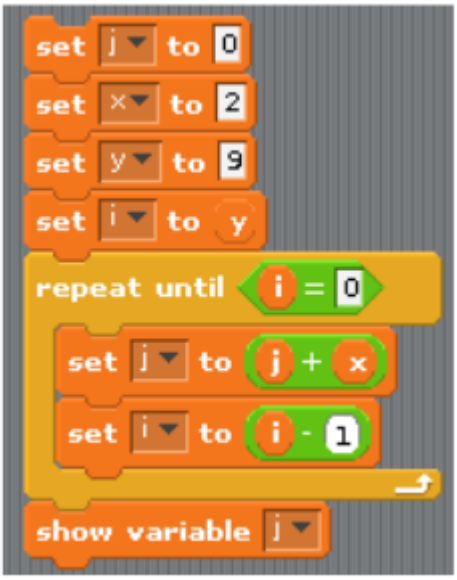
Which of the following is true? **1 point**

- We can not implement an infinite loop using scratch
- We can not create a random integer using scratch
- Scratch does not have an explicit square root function
- Scratch does not have an explicit power function

Yes, the answer is correct.
Score: 1

Accepted Answers:
Scratch does not have an explicit power function

What does the following code compute **1 point**



- multiplication of x and y
- x to the power y
- factorial of x
- None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
multiplication of x and y