

Coding Experience Exit Ticket

Please answer honestly! It is helpful for future classes.

* Indicates required question

1. Name *

2. Review Question: Which command is written properly? *

1 point

Mark only one oval.

☐ move(;

☐ move()

☐ move();

☐ move));

3. Review Question: Which command is in proper lowerCamelCase style? *

1 point

Mark only one oval.

- ☐ jumpdown();
- ☐ jumpDown();
- ☐ JumpDown();
- ☐ JUMPDOWN();

4. Review Question: If Karel is facing east and a turnLeft(); command is run, which direction is Karel now facing?

* 1 point

Mark only one oval.

- ☐ North
- ☐ West
- ☐ East
- ☐ South

5. Review Question: What happens if you run takeBall(); on an empty space? *

1 point

Mark only one oval.

- ☐ A tennis ball is added to the space.
- ☐ Nothing
- ☐ Karel moves forward
- ☐ An error occurs

6. Which option best describes your experience with Java? *

Mark only one oval.

- ☐ I have no coding experience.
- ☐ I have never used Java but have experience with other coding languages.
- ☐ I have some experience with Java.
- ☐ I have advanced knowledge of Java.

7. Please select any coding languages you have used before. (Block coding, Python, Javascript, HTML, CSS, Java, C++, etc.) *

Check all that apply.

- ☐ Block Coding (Scratch, etc.)
- ☐ Python
- ☐ JavaScript
- ☐ Java
- ☐ C++
- ☐ HTML
- ☐ CSS
- ☐ None
- ☐ Other: _____

8. Describe your experience with coding. What languages / concepts are you most comfortable with? *

9. Have you taken a CodeHS course before? *

Mark only one oval.

☐ Yes

☐ No

10. How do you rate your knowledge of variables? (String, int, double, char, etc.) *

Mark only one oval.

	1	2	3	4	5	
<hr/>						
I am	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I know what that is and can write code (or use block code) using that.
<hr/>						

11. How do you rate your knowledge of loops? *

Mark only one oval.

	1	2	3	4	5	
<hr/>						
I am	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I know what that is and can write code (or use block code) using that.
<hr/>						

12. How do you rate your knowledge of conditionals (if-statements)? *

Mark only one oval.

	1	2	3	4	5	
<hr/>						
I am	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I know what that is and can write code (or use block code) using that.
<hr/>						

13. How do you rate your knowledge of data structures? *

Mark only one oval.

	1	2	3	4	5	
<hr/>						
I am	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I know what that is and can write code (or use block code) using that.
<hr/>						

14. How do you rate your knowledge of Arrays? *

Mark only one oval.

	1	2	3	4	5	
<hr/>						
I am	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I know what that is and can write code (or use block code) using that.
<hr/>						

15. How do you rate your knowledge of ArrayLists? *

Mark only one oval.

	1	2	3	4	5	
<hr/>						
I am	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I know what that is and can write code (or use block code) using that.
<hr/>						

16. How do you rate your knowledge of object-oriented programming? *

Mark only one oval.

	1	2	3	4	5	
I am	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I know what that is and can write code (or use block code) using that.

17. How do you rate your knowledge of algorithms? *

Mark only one oval.

	1	2	3	4	5	
I am	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	I know what that is and can write code (or use block code) using that.

18. Which are your preferred methods of learning to code? *

Check all that apply.

- ☐ Instructor-led (Follow along, taking notes as well)
- ☐ Online game-based learning (Coding games)
- ☐ Project-based (Building apps, websites, games, etc.)
- ☐ Hands-on coding (Learning concepts by doing)
- ☐ Presentations
- ☐ Open discussion
- ☐ Group coding
- ☐ Individual coding
- ☐ Structured online course
- ☐ Other: _____

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