**APCSP Activity 1.1.6 Conclusion Questions**

Learning Target: Develop, construct, and analyze a working model/prototype addressing the given problem.

**Scratch Link**

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| *https://scratch.mit.edu/projects/175198846/* |

**Conclusion Questions**

1. Summarize in your own words the role of Stepper, Walker, and Best-so-far.

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| The Stepper role is used for stepping through an array of data and using the current data entry in that instance. The Walker role is the variable that is retrieved from the array of data when using the Stepper Role. The Best-so-far Role is a variable that updates itself when it detects that the variable it’s being compared to is greater than itself, so it tells you the “high score” |

2. Describe an application you have used that required a variable for the best-so-far role.

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| An arcade game, as there’s a highscore system that keeps track of the highest score that has been obtained on that arcade game. |

3. For your One Way Flag App creation,

1. write a paragraph in which you describe your program.

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| When you click the cat it increments a variable by 1 unless the variable is equal to 30. Every time the variable is incremented it would then create a clone of a “bar” sprite. And each clone would have some initiation code that would set its X position to the variable \* 12 so it effectively makes the bar grow larger in size. After you reach 30 the bar starts to infinitely flash black and red and there’s no possible way besides resetting it, to decrease the variable. |

b. Identify the role that each variable in the program fulfills. Explain why you think this role best describes your use of the variable.

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| **Variable Name** | **Variable Role** | **Explanation** |
| *Sample:*  *NUMBER\_OF\_TURNS* | *fixed* | *The app always will allow for 10 turns. This value will never change.* |
| number | *accumulator* | *The variable increments every time the cat is clicked and keeps track of the total.* |
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