**Tes JF Section 2 Quiz 1 - L1-L7**

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**Section 2**

**(Jawab semua pertanyaan di bagian ini)**

1. Which of the following is not one of the positioning axes used in Alice 3?

y

w

z

x

Tandai untuk Ditinjau

(1) Point

2. In Alice, there is a limit of 10 objects per scene. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

3. Which of the following is a reason why procedural abstraction may be used in programming an animation?

(Pilih semua jawaban yang benar)

The programmer wants to reuse the code.

The programmer wants to save the animation.

The code is too long.

The code is difficult to read.

Tandai untuk Ditinjau

(1) Point

4. In Alice, new procedures are declared in the Scene editor. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

5. A flowchart is a useful way to illustrate how your Alice animation's characters will look. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

Bottom of Form

6. What do moving objects provide to your scene?

The non-moving scenery

The procedures

The action

The sky and ground

Tandai untuk Ditinjau

(1) Point

7. In Alice, functions are dragged into the control statement, not the procedure. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

8. In Alice, which function is used to move an object directly to the center point of another object?

getDistance

getDuration

getDepth

getObject

Tandai untuk Ditinjau

(1) Point

9. From your Alice lessons, which control statement executes instructions simultaneously?

Do together

Do in order

Count

Variable

Tandai untuk Ditinjau

(1) Point

10. From your Alice lessons, what does the Count control statement do?

Executes statements a specific number of times.

Executes statements simultaneously.

Executes statements while a condition is true.

Executes statements a random number of times.

Tandai untuk Ditinjau

(1) Point

11. To add a procedure to myFirstMethod, right-click on the procedure you wish to add and select the Add button. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

12. What is the first step to entering comments in an Alice program?

Drag and drop the comments tile below a code segment.

Select the instance from the instance menu.

Drag and drop the comments tile above a code segment.

Type comments that describe the sequence of actions in the code segment.

Tandai untuk Ditinjau

(1) Point

13. In Alice the Functions tab will display the pre-defined functions for the selected instance. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point

14. Which of the following actions would require a control statement to control animation timing?

(Pilih semua jawaban yang benar)

A biped object walking.

A fish swimming.

A rock object turning.

A bird flying.

Tandai untuk Ditinjau

(1) Point

15. In Alice, the setVehicle procedure will associate one object to another. True or false?

benar

Palsu

Tandai untuk Ditinjau

(1) Point