



COMPUTER 5
FINAL EXAM REVISION SHEET
A.Y. 2020 - 2021

Name: _____

Date: _____

CHAPTER 4 PROGRAMMING: THE HUNGRY PARROT

A. Fill in the blanks.

y coordinate

x coordinate

coordinate

stage

1. The area where the sprite moves is called the _____.
2. _____ are two numbers that set the position of a point on a surface.
3. A number that tells you the left-right position of a point on a surface is called _____.
4. A number that tells you the up-down position of a point on a surface is called _____.

starting event

go to block

costumes

5. Sprites can change how they look. These different looks are called _____ in Scratch.
6. An event that makes a program start to run is called _____.
7. A block with a space for two numbers, an x coordinate and a y coordinate is called _____.

purple

blue

yellow

8. You use a _____ 'Events' block to set the starting event for a Scratch program.
9. Use a _____ 'Looks' block to change a sprite's costume.
10. The _____ 'Motion' blocks makes the sprites move.

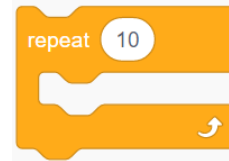
B. Match the question to the correct block. Write the letter on the blank.

Column A

1. Which block would you use if you wanted the sprite to keep moving and never stops as long as the program is running_____
2. Which block would you use if you wanted to change the program so that the sprite repeats the movement 10 times? _____
3. Which block would you use to start your program? _____
4. Which block would you use to sense if a sprite is touching another sprite? _____
5. Which block would you use to make the sprite go to a position every time you start the program?

Column B

A.



B.



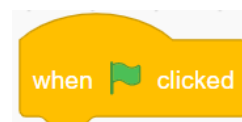
C.



D.



E.



C. Write T if the statement is correct and F if the statement is incorrect.

1. The starting screen shows a cat sprite on a white backdrop. ____
2. The biggest possible value for the x coordinate is -260. ____
3. Before you can insert a block into a program, you have to pull the blocks apart. ____
4. The answer block is a yellow Event block. ____
5. If you make the x coordinate a random value, the block will move to a random place. ____
6. Every position on the stage has a number value. ____
7. The coordinates can only be positive numbers. ____
8. The center of the stage has X value 260 and y value 180. ____
9. You can set the size of a sprite. ____
10. Angles are measured in degrees. ____

CHAPTER 5 MULTIMEDIA: ILLUSTRATING A RECIPE CARD

A. Fill in the blanks.

Film

Digital photo

Digital

Plate

Digital photography

Daguerreotypes

1. _____ is a great way to create illustrations for your projects.
2. _____ cameras made images on a metal plate. The images they made were called _____
3. _____ cameras work together with computers. They store photos as files.
4. _____ is a photo made with a camera that records and stores images as digital data.
5. The 'Brownie' camera is an example of _____ cameras.

Frame

USB

ISO

subject

photo shoot

6. When professional photographers take photos for a project, they call it a _____.
7. Every photo has a _____. It is the main object or person in a photo.
8. _____ is a setting on a digital camera that controls how sensitive the device is to light.
9. You can use a _____ cable to connect most digital devices to your computer.
10. _____ is the outer edges of an image.

Mouse

Wrap text

Photo editing

Clone tool

spot fix tool

11. The _____ can remove small marks on a photo.
12. The _____ uses pixels from one part of the image to paint over pixels in another part.
13. _____ software provides powerful tools to change photos.
14. Use the _____ menu to change how text fits around a photo.
15. Use the _____ to arrange photos so that they overlap.

B. Match the following.

- | | |
|---|------------------|
| 1. It is a way of planning a photo shoot using pictures to tell a story. _____ | A. shutter speed |
| 2. It is the arrangement of parts in an image such as a photo or drawing. _____ | B. autofocus |
| 3. It is a feature of a digital camera that measures the distance between the camera and the subject. _____ | C. exposure |
| 4. The amount of light that is allowed to hit the camera's sensor. _____ | D. composition |
| 5. It is the length of time the camera's shutter is open, allowing light to hit the sensor. _____ | E. rectouching |
| 6. It is the steps that need to be followed in order to complete a task. _____ | F. Storyboard |
| 7. It is the different tones of only one colour. _____ | G. workflow |
| 8. It is to remove mistakes or unwanted parts of an image. It is sometimes called 'photoshopping', after a popular picture editing application. _____ | H. monochrome |

ANSWER KEY

CHAPTER 4		
<p>A.</p> <ol style="list-style-type: none"> 1. Stage 2. Coordinate 3. x coordinate 4. y coordinate 5. costumes 6. starting event 7. go to block 8. yellow 9. purple 10. blue <p>B.</p> <ol style="list-style-type: none"> 1. C 2. A 3. E 4. B 5. D 	<p>C.</p> <ol style="list-style-type: none"> 1. T 2. F 3. T 4. F 5. T 6. T 7. F 8. F 9. T 10. T <p style="text-align: center;">CHAPTER 5</p> <p>A.</p> <ol style="list-style-type: none"> 1. Digital photography 2. Plate Daguerreotypes 3. Digital 4. Digital photo 5. Film 	<ol style="list-style-type: none"> 6. photo shoot 7. subject 8. ISO 9. USB 10. Frame 11. spot fix tool 12. Clone tool 13. Photo editing 14. Wrap text 15. Mouse <p>B.</p> <ol style="list-style-type: none"> 1. F 2. D 3. B 4. C 5. A 6. G 7. H 8. E