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NPTEL (https://swayam.gov.in/explorer?ncCode=NPTEL) » The Joy of Computing using Python (course)

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Course outline

How does an NPTEL online course work?

Week 0

Week 1

- Introduction to Programming (unit? unit=17&lesson=18)

- Why Programming? (unit? unit=17&lesson=19)

- Programming for Everybody (unit? unit=17&lesson=20)

- Any Prerequisites? (unit? unit=17&lesson=21)

- Where to start? (unit? unit=17&lesson=22)

Week 1: Assignment 1

The due date for submitting this assignment has passed.

Due on 2021-08-18, 23:59 IST.

Assignment submitted on 2021-08-02, 22:21 IST

1) What is the value of var after double clicking on the below block of code in scratch?   *1 point*

- ○ 7.5
- ◉ 5
- ○ 3
- ○ 50

Yes, the answer is correct.
Score: 1
Accepted Answers:
5

2) Choose the odd one out. wait, repeat, forever, move   *1 point*

- ○ wait
- ○ repeat
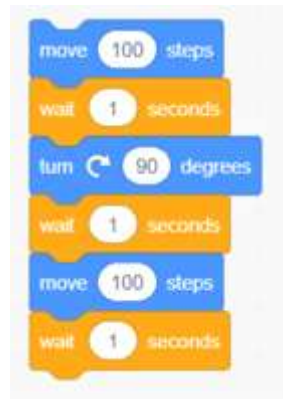- ◉ forever

○ move

No, the answer is incorrect.
Score: 0

Accepted Answers:
move

3) How far will the sprite be from the initial position after executing this block of code?   *1 point*

◉ 141.42 steps

○ 100 steps

○ 10 steps

○ 200 steps

Yes, the answer is correct.
Score: 1

Accepted Answers:
141.42 steps

4) What is the name of the command used to reshow the hidden sprite?   *1 point*

○ reappear

◉ show

○ undo hide

○ visible

Yes, the answer is correct.
Score: 1

Accepted Answers:
show

5) The command used to make the sprite rotate by a certain degree is ?   *1 point*

◉ turn

○ rotate

○ revolve

○ bend

Yes, the answer is correct.
Score: 1

Accepted Answers:
turn

6) The command used to delay the sprite by a few seconds is _____   *1 point*

  ● wait
  ○ hold
  ○ stop
  ○ None of the above

Yes, the answer is correct.
Score: 1
Accepted Answers:
wait

7) What will the sprite recite when the below block of code is executed?   *1 point*

  ○ All even numbers from 1 to 100
  ○ All even numbers from 1 to 200
  ○ All odd numbers from 1 to 100
  ● All odd numbers from 1 to 200

Yes, the answer is correct.
Score: 1
Accepted Answers:
All odd numbers from 1 to 200

8) Which of the following does not belong to the motion command ?   *1 point*

  ○ move
  ○ turn
  ○ glide
  ● None of the above

Yes, the answer is correct.
Score: 1
Accepted Answers:
None of the above

9) What is the command to increase the size of the sprite?   *1 point*

**October 10
Programming
test - Session 2
(8PM to 9PM)**

○ increase size

◉ change size by

○ expand

○ zoom in

Yes, the answer is correct.
Score: 1

Accepted Answers:
change size by

10) When will the sprite stop moving when this block of code is executed ?   **1 point**

○ Never

○ It will stop after a while

◉ It will stop after 100 rounds

○ None of the above

No, the answer is incorrect.
Score: 0

Accepted Answers:
Never