Due date: 2024-08-07, 23:59 IST.





(https://swayam.gov.in/nc_details/NPTEL)

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



Click to register for Certification exam

If already registered, click to check your payment status

Course outline

About NPTEL ()

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)
- Why do we have so many languages? (unit?

(https://examform.nptel.ac.in/2Weekor1/dashtArssignment 1

Your last recorded submission was on 2024-07-18, 16:53 IST

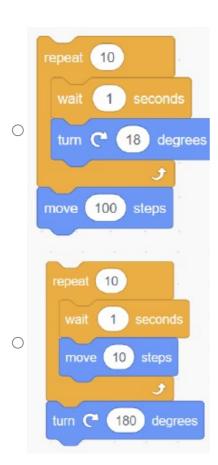
1) The cat wants to move 100 steps away slowly, and by the time it finishes moving 100 steps, it needs **1 point** to slowly rotate as well towards the opposite direction. Can both these tasks be accomplished by using single loop in scratch?



 \bigcirc No

2) Which block moves the cat as described in the previous question?

1 point



```
unit=17&lesson=23

 How to go about

  programming?
  (unit?
  unit=17&lesson=24
Why to learn
  programming?
  (unit?
  unit=17&lesson=25
What is
  programming?
  (unit?
  unit=17&lesson=26
  )
How to give
  instructions? (unit?
  unit=17&lesson=27

    Introduction to

  Scratch (unit?
  unit=17&lesson=28
  )

    Introduction to

  Loops (unit?
  unit=17&lesson=29

    More about Loops

  (unit?
  unit=17&lesson=30

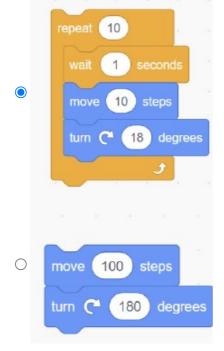
    Solution to Looping

  Problem (unit?
  unit=17&lesson=31
Scratch :
  Animation 1 (unit?
  unit=17&lesson=32
  )
Scratch :
  Animation 2 (unit?
  unit=17&lesson=33
Scratch :
  Animation 3 (unit?
  unit=17&lesson=34

    More on Scratch

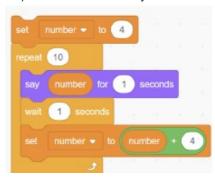
  (unit?
  unit=17&lesson=35
Quiz: Week 1 :
  Assignment 1
```

(assessment? name=443)



3) What does the cat say here?

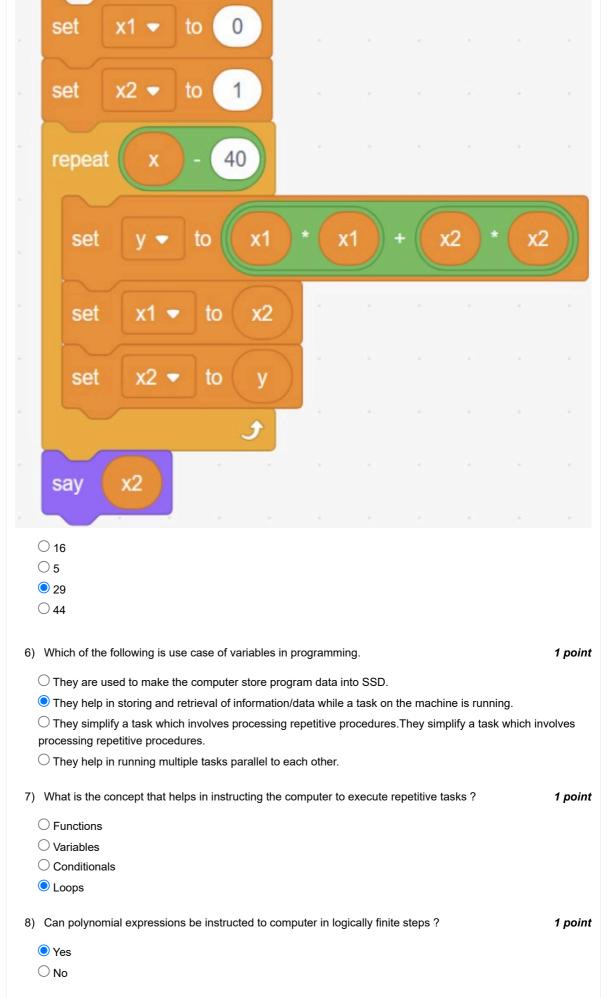
1 point



- O Says the number 4, for 1 second, 10 times and changes the value of number variable by multiplying previous value with 4.
- Says the number 4, for 1 second, 10 times and changes the value of number variable by adding previous value with 4.
- O Says the number 4, and its multiples each for 1 second, till 40 and changes the value of number variable by multiplying previous value with 4.
- O Says the number 4, and its multiples each for 1 second, till 40 and changes the value of number variable by adding previous value with 4.
- 4) From the previous question, what is the value of number variable after the loop ends?

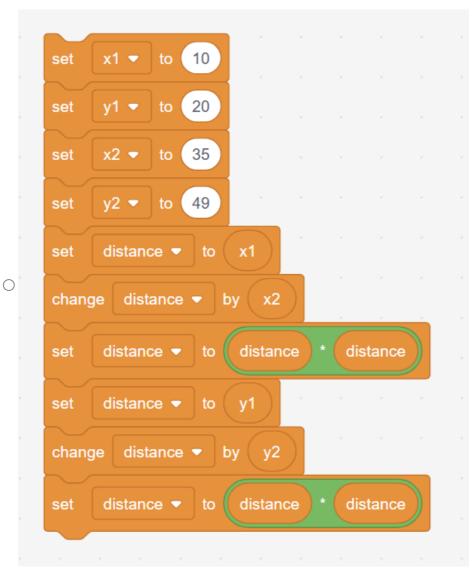
1 point

- O 40
- **0** 44
- 36
- \bigcirc 4
- 5) Let answer for previous question be stored in variable x, what does the cat say after the execution of *1 point* the loop?



9) In which of the following code blocks **calculation** of the squared distance between two points (10, 20)**1 point** and (35, 49) is accomplished.



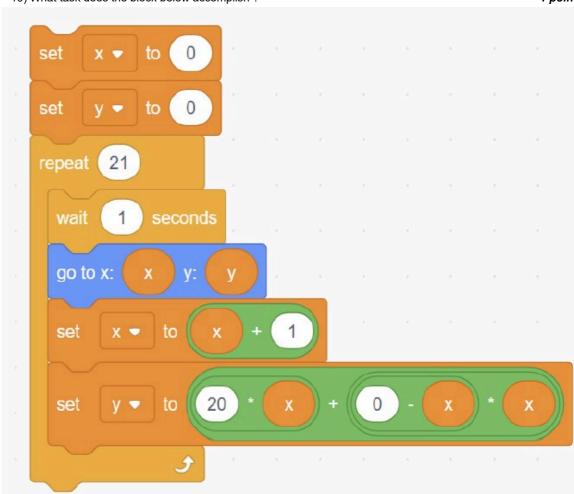






10) What task does the block below accomplish?

1 point



- O Moves the ball in a parabolic path and stops 21 away steps from center(0, 0) in x direction.
- O Moves the ball in a circular path and 21 times.
- \bigcirc Moves the ball in a triangular path and end at the center (0, 0).
- O Moves the ball in a parabolic path and stops 20 away steps from center(0, 0) in x direction.

You may submit any number of times before the due date. The final submission will be considered for grading.

Submit Answers