Textbook Exercise of L-8 Scratch-3 Programming

A. Tick the correct answer.

1) **Boolean** represents data that has an assigned value of either True or False**.**

2) **Integer** is the numeric value that does not include a decimal value.

3) A **sequential** statement shows one or more actions following each other**.**

4) **The Nested Repeat** block is formed when we insert a Repeat block inside another Repeat block.

5) Broadcast is received by **when I receive()** block.

B. State true or false.

1)	In scratch, variable can only store multiple values.	**False**
2)	Operator blocks are red in colour.	**False**
3)	The If-then-else block is a control block which checks its condition.	**True**
4)	By default, the white box in the Repeat block contains the numeric value.	**True**
5)	Broadcast is a message that is sent to notify that an event has happened.	**True**

C. Fill in the blanks.

1) Creating variable is called **defining variable**.

2) **Sensing** menu provides a many blocks which are used to get information from the user.

3) A program is a set of instructions which are executed in **sequential** manner.

4) The **repeat** block is a control block which runs the script for any number of times.

5) **Broadcast** is a good way to have sprites and scripts communicates.

D. Differentiate between the following:

If-then block	If-then-else block
The If-then block is a control block which is used to check its condition. If the condition is true, the code inside the C block will run. If the condition is false, the code inside the C block will be ignored.	This is also a control block which is used to check its condition. If the condition is true, the code inside the first C block will run. If the condition is false, the code inside second C block will be activated.
Repeat block	**Nested repeat block**
A control block used to run the script for given number of times.	Repeat block inside another Repeat block, it is called nested repeat.

E. Answer the following questions:

Q:1	What are variables?
A:1	Variables are the names we give to computer memory locations which are used to store value (data/information) in a computer program.
Q:2	What is a conditional statement?
A:2	A conditional statement tells the program which action to take, based on a certain condition.

Q:3	What is the use of broadcast in Scratch?
A:3	Broadcast is a message that is sent to notify the scripts that, an event has happened.

F. Application-based questions:

Q	Sonika's computer teacher ask which block in Scratch is used to add two numbers. Tell her the name this block.
A	Operator block