Ch.8 Scratch programming

Q-1 Fill in the blank.
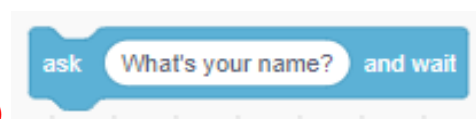
1) We can ask for input from the user using a **ask** block.

2) In programming, variables are simply a container that can **store** a value.

3) The answer from the user is stored in the **answer** variable which is the default variable of Scratch.

4) The value stored in the Answer block can be stored in another variable using the **Set** block.

5) **Broadcast** block is used to send a message to all the sprites.

6) **num2** is the variable in the given ![set num2 to answer block] block.

7) Creatimg variable is also called **Defining Variable**.

8) **Program** is a set of sequential instruction or information.

9) A **Conditional** Statement tells a program which action to take based on certain condition.

Q-2 Tick the (□) correct answers.

1) Which of these blocks is used to accept input from the user and store it in the variable?
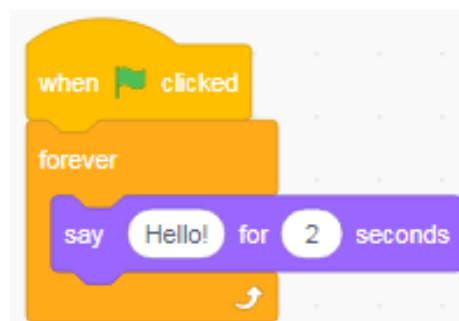
   a) ![key space pressed? block]   **b)** ![ask What's your name? and wait block]

   c) ![touching color ? block]

2) How many times word 'Hello' will be printed when green flag is clicked?

   ![when green flag clicked, forever, say Hello! for 2 seconds block]

   a)   10

   b)   20

   c)   Infinite

3) Which of the following blocks is used to perform basic arithmetical operations?

   a) Motion   b) Control   **c) Operators**

4) _____ is a numeric value that does not include decimal point.

   a) String   **b) Integer**   c) Boolean

5) A _____ statement shows one or more actions following each other.

   a) Conditional   **b) Sequential**   c) Repeat

6) What does the "if" block in Scratch do?

a) Repeats a set of actions forever   b) Allows sprites to communicate with each other

c) Checks a condition and performs an action based on the result

7) What is the purpose of a "variable" in Scratch?

a) To display messages on the screen   b) To change the appearance of a sprite

c) To store and manipulate data in a project

8) What is the purpose of the "broadcast" block in Scratch?

a) To share projects with others   **b) To send a message to other sprites**

d) To create an animation effect

9) What is the purpose of the "broadcast and wait" block in Scratch?

a) To pause the script execution for a certain time

b) To send a message to other sprites and wait for their response

c) To end the execution of all scripts in a sprite

10) Which category in Scratch contains blocks related to sensing and detecting interactions?

a) Sensing   b) Looks   c) Sound

Q-3 Write true or false.

1) Ask block stores the user's response in the variable.   **False**

2) You cannot upload a sprite from the internet.   **False**

3) Variable value can change every time in computer memory.   **True**

4) Variable are represented with an elongated block.   **True**

5) Creating variable is also called defining variable.   .   **True**

6) By default, the white box in the repeat block contains the numeric value.   **True**

7) Broadcast is received by ask() block   .   **False**

Q-4. Application Based questions

1) Which key is to be pressed to execute the following script and what will it do?
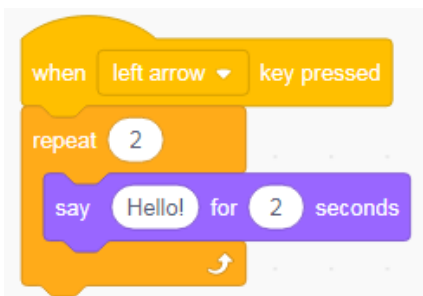
Ans: Left arrow key.

On pressing left arrow key, the sprite will say hello for 2 seconds twice

2) What is the name of the variable used in this script?
Ans: House