



Microsoft

98-380 Exam

Microsoft Introduction to Programming Using Block-Based Languages (Touch Develop) Exam

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Version: 9.0

Question: 1

HOTSPOT

You are a tutor at a company college. You write the following function to provide overall feedback based on the mark of each assignment:

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```
01  function feedback (  
02      mark: Number)  
03  returns (  
04      message: String)  
05  do  
06      if mark ≥ 90 then  
07          return "Excellent!"  
08      else if 75 ≤ mark and mark < 90 then  
09          return "Very Good!"  
10      else if 60 ≤ mark and mark < 75 then  
11          return "Good!"  
12      else  
13          return "Try Again!"  
14      end if  
15  end function
```

You need to evaluate the code.

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

NOTE: Each correct selection is worth one point.

Answer Area	Yes	No
The function at Line #8 is equivalent to: <i>else if not (mark < 75) and not (mark ≥ 90) then</i>	<input type="radio"/>	<input type="radio"/>
The function at Line #10 is equivalent to: <i>else if not (60 > mark or mark ≥ 75) then</i>	<input type="radio"/>	<input type="radio"/>
The function will have the same behavior if the "end if" statement at Line #14 is moved to Line #12 to replace the "else" statement.	<input type="radio"/>	<input type="radio"/>

Answer Area	Answer:	
	Yes	No
The function at Line #8 is equivalent to: <i>else if not (mark < 75) and not (mark ≥ 90) then</i>	<input checked="" type="radio"/>	<input type="radio"/>
The function at Line #10 is equivalent to: <i>else if not (60 > mark or mark ≥ 75) then</i>	<input type="radio"/>	<input checked="" type="radio"/>
The function will have the same behavior if the "end if" statement at Line #14 is moved to Line #12 to replace the "else" statement.	<input type="radio"/>	<input checked="" type="radio"/>

Question: 2

DRAG DROP

You are mentoring a group of school students who are creating games for a project. The game must display feedback as it is played, as described in the following table.

Score	Feedback
500 or more	You are doing well
Between 50 and 500	Keep playing the game
Below 50	Your score is getting low

You need to help the student group create this code.

Which three code segments should you use to develop the solution? To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.

Segments

Answer Area (move 3 pseudocode segments)

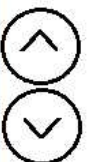
else if score < 50 then
"Your score is getting low" --> post to wall

else if 500 < score and score < 50 then
"Your score is getting low" --> post to wall

if score ≥ 500 then
"You are doing well" --> post to wall

else
"Keep playing the game" --> post to wall
end if

else
"Your score is getting low" --> post to wall
end if



Answer:

Segments

else if 500 < score and score < 50 then

"Your score is getting low" --> post to wall

else

"Your score is getting low" --> post to wall

end if

Answer Area (move 3 pseudocode segments)

if score ≥ 500 then

"You are doing well" --> post to wall

else if score < 50 then

"Your score is getting low" --> post to wall

else

"Keep playing the game" --> post to wall

end if

>

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Question: 3

DRAG DROP

Adventure Works is writing an application in TouchDevelop using a sprite named football3. You set the following variables to determine the dimensions of the board:

□

height := 800

□

width := 600

When the user clicks the football, it must move to a random location and bounce repeatedly off the bottom of the game board.

You need to write the code to move and bounce the football.

How should you complete the code? To answer, drag the appropriate code segments to the correct location. Each segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view content.

NOTE: More than one answer choice combinations is correct. You will receive credit for any of the correct combinations you select.

NOTE: Each correct selection is worth one point.

Segments

```
football3 --> set pos(20 + math --> random(20,
width), 20 + math --> random(20, height))
```

```
board --> set gravity(0, 50)
```

```
board --> create boundary(0)
```

```
football3 --> set pos(20 + math --> random range(20,
width), 20 + math --> random range(20, height))
```

```
football3 --> set gravity(0, 50)
```

```
board --> create boundary(bottom)
```

Answer Area

```
football3 --> on tap(tapped)
```

```
where tapped(x: Number, y: Number) is
```

```
end
```

```
end
```

Answer:

Answer Area

```
board --> create boundary(0)
```

```
football3 --> set gravity(0, 50)
```

```
football3 --> on tap(tapped)
```

```
where tapped(x: Number, y: Number) is
```

```
football3 --> set pos(20 + math --> random range(20,
width), 20 + math --> random range(20, height))
```

```
end
```

```
end
```

Question: 4

HOTSPOT

A coin minting agency hires you to find the oldest known minted pennies. The agency has a coin machine.

You need to create the algorithm to identify the oldest minted year of the pennies inserted into the machine.

How should you complete the algorithm? To answer, select the appropriate options in the answer area.

NOTE: Each correct selection is worth one point.

Answer Area

SET MinDate TO ▼

▼ there are still pennies in the bin

DO
FOR
WHILE

SET Penny TO GET the next penny

IF the year on the penny ▼ MinDate THEN

SET MinDate TO the year on the penny

END IF

END LOOP

Answer:

Answer Area

SET MinDate TO

	▼
0	
the current year	
the minimum year	
the maximum year	

	▼
DO	
FOR	
WHILE	

there are still pennies in the bin

SET Penny TO GET the next penny

IF the year on the penny

	▼
=	
<	
>	
≠	

MinDate THEN

SET MinDate TO the year on the penny

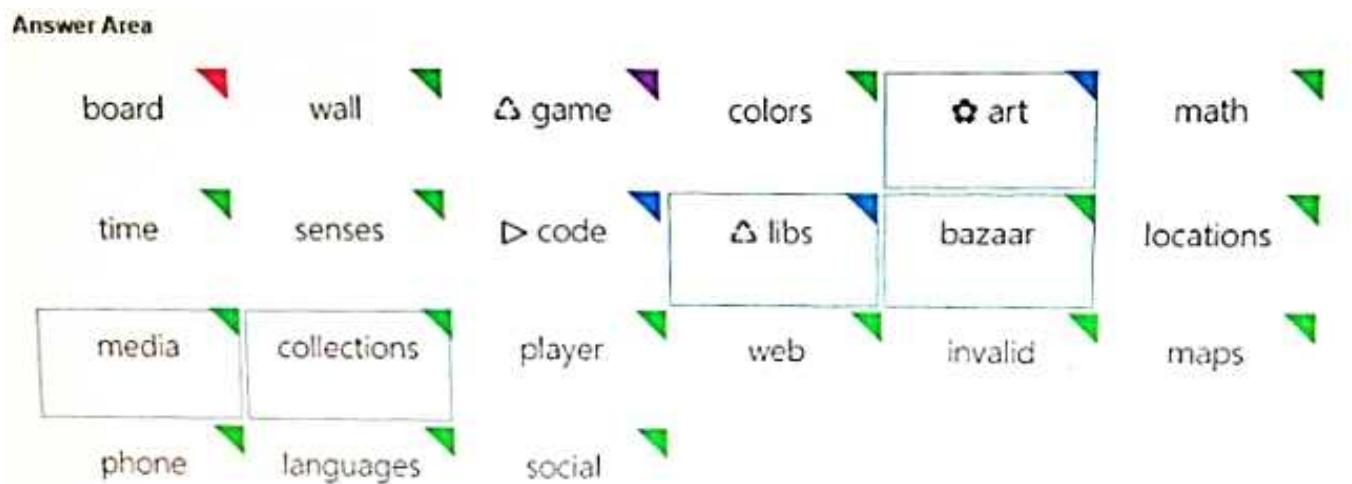
END IF

END LOOP

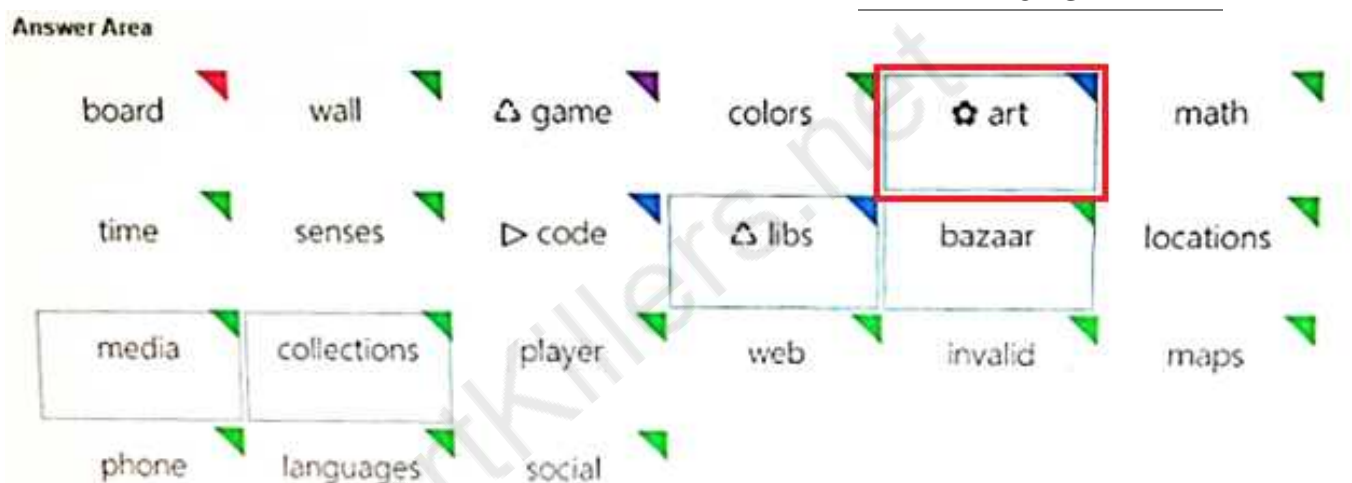
Question: 5**HOTSPOT**

You want to allow a user to choose a picture from his or her device.

Which library includes a function that will accomplish this goal? To answer, select the appropriate library in the answer area.



Answer:



References: <https://www.touchdevelop.com/docs/how-to-search>

Question: 6

DRAG DROP

You are creating an app to keep track of the performance of various basketball teams in your school's league. The app will allow users to enter the field goals attempted and field goals made for each team that played in a tournament. The app will calculate and output the field goal percentage as follows:

The field goal percentage is 25%.

You need to describe the algorithm you will use to implement this feature.

Which five actions should you perform in sequence? To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.

NOTE: More than one order of answer choices is correct. You will receive credit for any of the correct orders you select.

Actions

Answer Area (move 5 actions)

Divide the number of field goals made by the number of field goals attempted.

Ask the user for the number of field goals made.

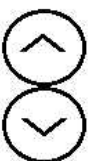
Display the filed goal percentage.

Ask the user for total points scored.

Ask the user for the number of field goals attempted.

Multiply the result by 100.

Divide the number of field goals attempted by the number of field goals made.



Answer:

Answer Area (move 5 actions)

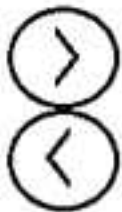
Ask the user for the number of field goals made.

Ask the user for the number of field goals attempted.

Divide the number of field goals made by the number of field goals attempted.

Multiply the result by 100.

Display the filed goal percentage.

**Question: 7**

You are creating a new educational computer game. The game will randomly present an arithmetic problem to the user, ask the user to answer the arithmetic problem, and then check the user's answer.

Which data structure should you use to store the arithmetic problems?

- A. Object
- B. Variable
- C. Array or collection
- D. Function

Answer: A

Explanation:

References:

https://certiport.pearsonvue.com/Certifications/Microsoft/MTA/Certify/MTA_OD_380_Intro_to_Pro

gramming_Block-Based_Extern.pdf

Question: 8

HOTSPOT

You are creating an app for teenage drivers that will include games and a chat window.

You need to determine if Internet-based cloud computing is appropriate for the development of the app.

For each of the following statements, select Yes if the statement is true. Otherwise, select No.

Answer Area	Yes	No
Cloud-based apps are accessible on-demand and regardless of actual location.	<input type="radio"/>	<input type="radio"/>
Internet-based cloud computing restricts opportunities for collaboration.	<input type="radio"/>	<input type="radio"/>
Internet-based cloud computing permits a company to efficiently scale the deployment of apps to meet customer demand.	<input type="radio"/>	<input type="radio"/>
Cloud-based storage of files is risk-free and without security concerns.	<input type="radio"/>	<input type="radio"/>
Internet access connection speed and bandwidth are trivial considerations when designing cloud-based apps.	<input type="radio"/>	<input type="radio"/>

Answer:

Answer Area	Yes	No
Cloud-based apps are accessible on-demand and regardless of actual location.	<input checked="" type="radio"/>	<input type="radio"/>
Internet-based cloud computing restricts opportunities for collaboration.	<input type="radio"/>	<input checked="" type="radio"/>
Internet-based cloud computing permits a company to efficiently scale the deployment of apps to meet customer demand.	<input checked="" type="radio"/>	<input type="radio"/>
Cloud-based storage of files is risk-free and without security concerns.	<input type="radio"/>	<input checked="" type="radio"/>
Internet access connection speed and bandwidth are trivial considerations when designing cloud-based apps.	<input type="radio"/>	<input checked="" type="radio"/>

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