

# *KTest*

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## 問題集

<http://www.ktest.jp>

1年で無料進級することに提供する

**Exam** : **98-380**

**Title** : Introduction to Programming  
Using Block-Based  
Languages (Touch Develop)

**Version** : Demo

### 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:

```
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 &lt; 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 &gt; 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:

Answer Area	Yes	No
The function at Line #8 is equivalent to: <i>else if not (mark &lt; 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 &gt; 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"/>

## 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  $\geq$  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  $\geq$  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

### 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:

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 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(20,  width), 20 + math -> random(20,  height))

end

end

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

- 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

Answer:



### Answer Area

SET MinDate TO

0  
the current year  
the minimum year  
the maximum year

there are still pennies in the bin

SET Penny TO GET the next penny

DO  
FOR  
WHILE

IF the year on the penny MinDate THEN

=  
<  
>  
≠

SET MinDate TO the year on the penny

END IF

END LOOP

### 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 Area

board wall game colors art math

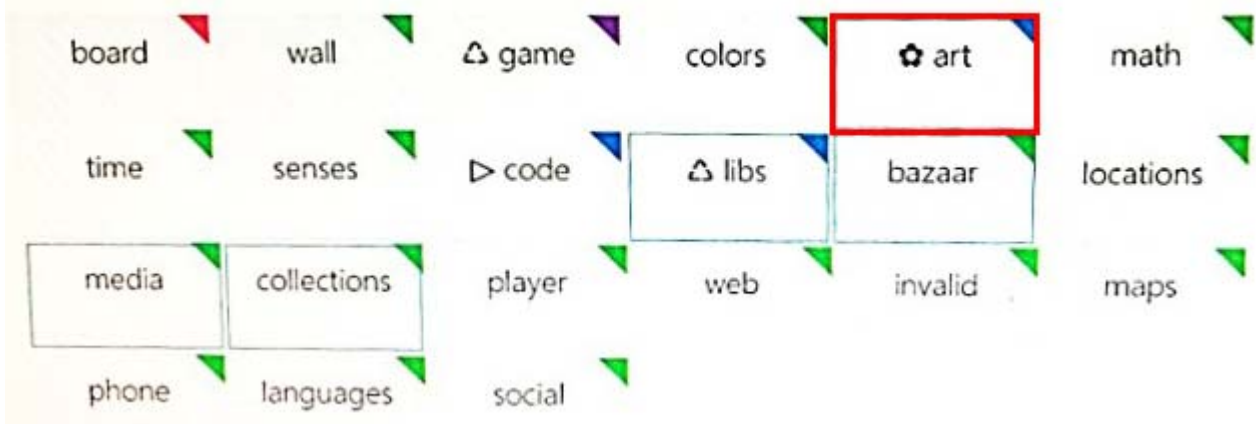
time senses code libs bazaar locations

media collections player web invalid maps

phone languages social

**Answer:**

**Answer Area**



**Explanation:**

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