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**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:  
*else if not (mark < 75) and not (mark ≥ 90) then*

☐☐

The function at Line #10 is equivalent to:  
*else if not (60 > mark or mark ≥ 75) then*

☐☐

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.

☐☐

Answer:

**Answer Area****Yes****No**

The function at Line #8 is equivalent to:  
*else if not (mark < 75) and not (mark ≥ 90) then*

☒☐

The function at Line #10 is equivalent to:  
*else if not (60 > mark or mark ≥ 75) then*

☐☒

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.

☐☒**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

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 Area (move 3 pseudocode segments)

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

▼

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

## 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

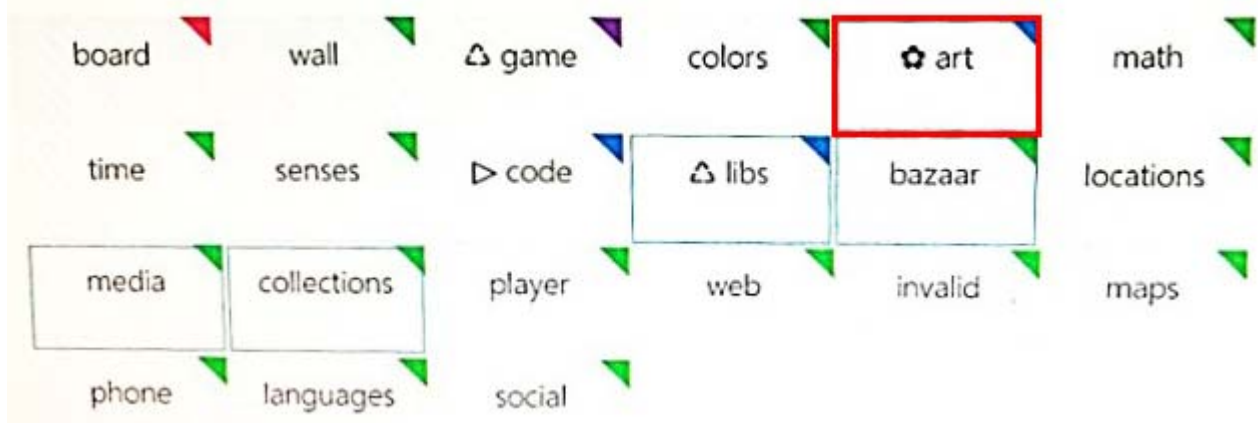
phone

languages

social

**Answer:**

**Answer Area**



**Explanation:**

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