

Programming In Scratch

Choose the correct option :-

Q. Look at the code below. What is the variable name?



Timer

set

when

clicked

Q. Visual programming languages make programming easier. What do they use to make programming easier?

Text

Algorithm

Graphics

Q. What do you use to hold data that can change?

Variable

Scratch

Sprite

Q. What do you use to hold data that can change?

Variable

Scratch

Sprite

Q. We can write instructions for a computer or a robot to follow. What is this called?

Language

Programming

Save

Q. Which one is the Programming Language?

Control Pad

X-Y coordinates

Scratch

Q. What is step-by-step instructions to solve problem called as?

Programming

Algorithm

File

Q. Which one is a visual programming language?

```
#include <iostream>
using namespace std;

int main() {
    cout << "Hello world!" << endl;
    return 0;
}
```

```
from turtle import *

t = Turtle()
t.fillcolor("red")
t.begin_fill()
t.forward(100)
t.left(120)
```



Q. Which coordinates do video games use for picture below to move up in right direction?

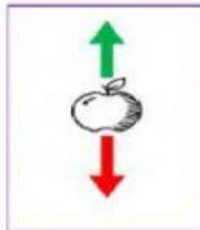


X-Coordinate

X- Y Coordinate

Y-Coordinate

Q. Which coordinates do video games use for picture below to jump up and down?



X-Coordinate

X- Y Coordinate

Y-Coordinate

Q. Which is correct algorithm to make sandwich?



Q. Which coordinates do video games use for picture below to move left and right?



X-Coordinate

X- Y Coordinate

Y-Coordinate