

# REPEAT LOOPS

## LESSON ASSESSMENT

You've just learned how to use loops in coding.  
 Answer each question carefully.

1. Which of these is the correct long algorithm to instruct a sprite to walk a square?

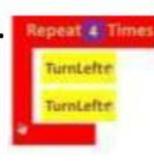
- a. 
- b. 
- c. 
- d. 

2. What pattern in the correct long algorithm can be shortened using a Repeat Loop?

- a. MoveForward, TurnRight, TurnRight repeats 3 times.
- b. MoveForward, TurnLeft repeats 4 times.
- c. TurnLeft repeats 4 times.
- d. MoveForward repeats 6 times.

3. Which of the Repeat Loops below is the correct way to code the following pseudocode in block language:

*MoveForward  
 TurnLeft  
 MoveForward  
 TurnLeft  
 MoveForward  
 TurnLeft  
 MoveForward  
 TurnLeft*

- a. 
- b. 
- c. 
- d. 

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4. Which of the following reasons are correct for why you should use loops in your algorithms and programs?

**Choose the 3 best answers below.**

- a. Loops help make code shorter and more concise.
- b. Programmers use loops to make their code readable in multiple languages.
- c. Programmers use loops help shorten code so it's easier to debug.
- d. When programmers have thousands of lines of code to write, loops can help make the work easier.

5. Which of these blocks tells the computer when to start executing the code that follows it?

