

EVENTS AND EVENT HANDLERS

LESSON ASSESSMENT

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

1. Match the events with the event handlers that make sense:

WhenUpArrow Pressed 	SpriteTwoMovesLeft 
WhenLeftArrow Pressed 	SpriteTwoMovesDown 
WhenRightArrow Pressed 	SpriteTwoMovesUp 
WhenDownArrow Pressed 	SpriteTwoMovesRight 

2. **True or False:** An event is an action that causes other actions to happen.

- a. True
- b. False

3. Which of these is an example of an event in real life?

- a. Your shoelace is untied
- b. When you open the fridge door, the light turns on
- c. The living room walls in your house are blue
- d. It's mango season

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4. What is an Event Handler in coding?
- a. An action that happens because of a previous action.
 - b. The tab at the bottom of the event block.
 - c. The place on the screen where the event blocks are kept.
 - d. The device used to code events.
5. Which Computer Science career is most associated with using events to execute programs?
- a. Web Developer
 - b. Marine Robot Engineer
 - c. Game Developer
 - d. Debugging Specialist
6. **True or False:** Only one event handler can be triggered by an event.
- a. True
 - b. False