

>> Quiz

Explorer2 : Lesson2



Question 1 of 3

A project uses the **Crab** sprite and the **Jellyfish** sprite. The **Crab** sprite has this code:



```
when green flag clicked
  if not touching color blue then
    hide
```

What would need to happen for the **Crab** sprite to hide?



- The **Crab** sprite would need to touch the **Jellyfish**
- The **Crab** sprite would need to not be touching the colour blue
- The **Crab** sprite would need to be touching the colour blue
- The **Crab** sprite will always **hide** when the flag is clicked



Question 2 of 3

You wrote code to make the dragonfly move only if it is **not** **touching** the mouse-pointer.

Where would you put a **start sound** block to make the dragonfly start a sound each time it moves?



```

when green flag clicked
forever
  start sound [Wings v]
  if not [touching mouse-pointer?]
  then
    point towards mouse-pointer
    move (5) steps
  end
end

```

```

when green flag clicked
forever
  if not [touching mouse-pointer?]
  then
    start sound [Wings v]
    point towards mouse-pointer
    move (5) steps
  end
end

```

```

when green flag clicked
forever
  if not [touching mouse-pointer?]
  then
    point towards mouse-pointer
    move (5) steps
    start sound [Wings v]
  end
end

```

Question 3 of 3

In your project, you used **pick random** blocks to move the **Insect** sprite in a natural, unpredictable flying pattern.

Which **pick random** block could give the number **10**?

pick random [0] to [9]

pick random [20] to [100]

pick random [1] to [50]

