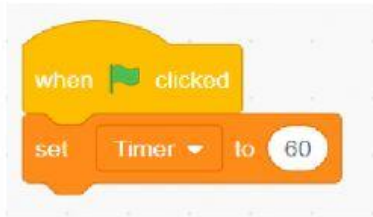


Q. Look at the code below. What is the variable name?



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. 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. What can you do to make the game easier or harder?

Change the score

Change the sprite

Change the time or the speed of
the sprites

Q. What happens when the game timer hits 0 [zero]?

The game is harder.

The game ends.

The game is easier.

Q. Which variables will you create for the chasing game?

Score and Timer

Timer and Distance

Score and Speed

Q. Which one is a visual programming language?

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

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

```
from xturtle import *

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



Q. What is the name of this object?



Keyboard

Mouse

Control Pad

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

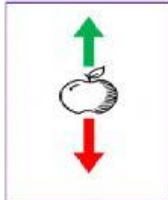


X-Coordinate

X- Y Coordinate

Y-Coordinate

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

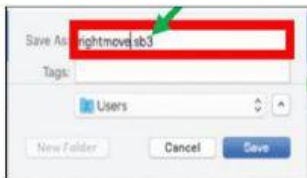


X-Coordinate

X- Y Coordinate

Y-Coordinate

Q. What does this red rectangle show?

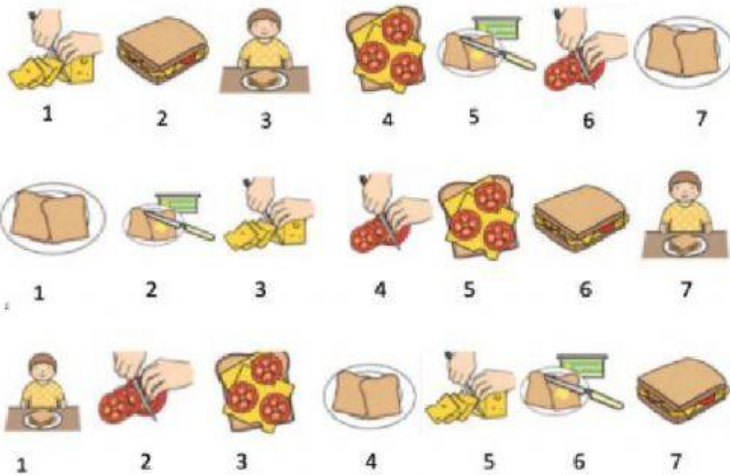


File Name

Folder name

Flash drive name

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