

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 xturtle 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?

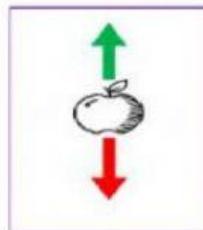


X-Coordinate

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