

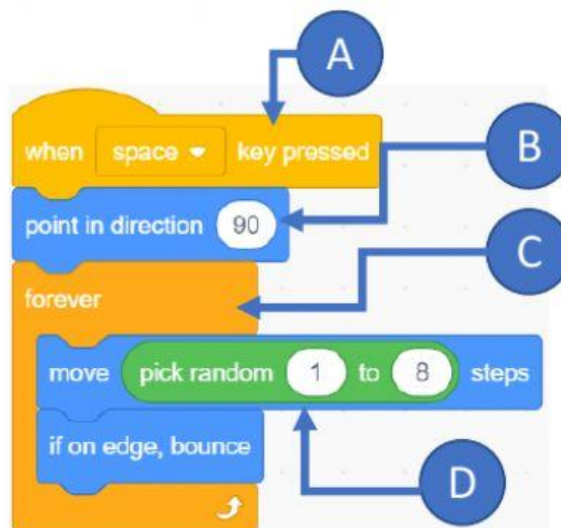
Virtual Fish Tank Part 2

Answer the following questions to check your understanding. Choose the letter that best describes the answer.

1. Using the script below can my sprite move exactly seven steps?



2. Which block makes my sprite point to the right?

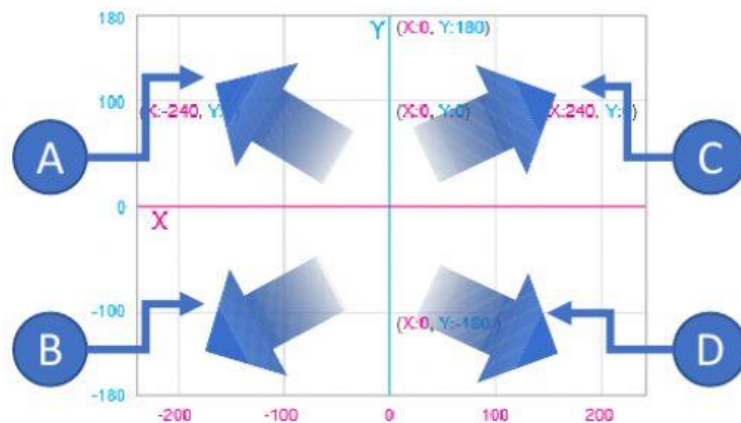


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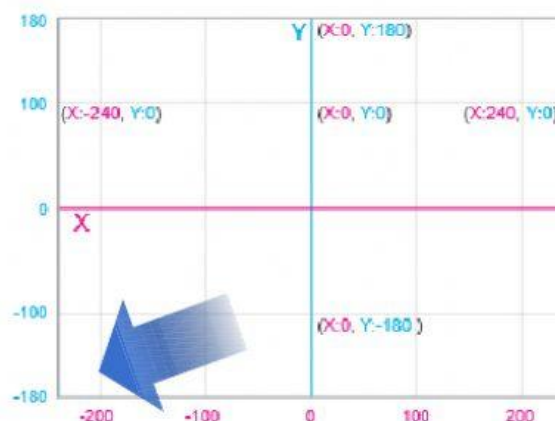
Use this sample block to answer the next two questions.



3. I programmed my script using the block above. Which part of the stage will my sprite be pointing?



4. I want my sprite to be pointing to the direction of the arrow below. What numbers should I enter in my pick random block?

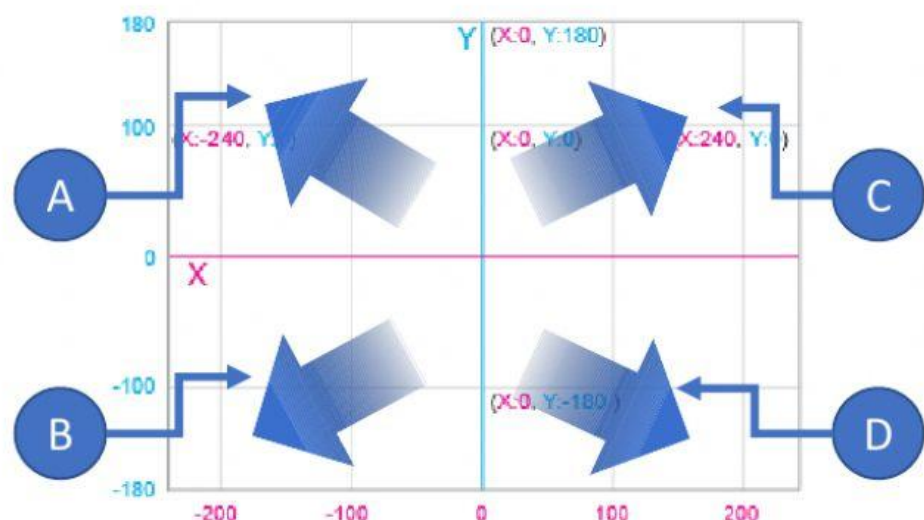
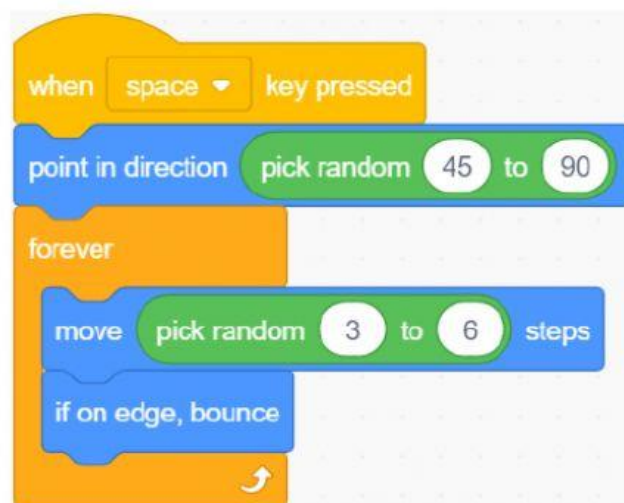


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5. My fish bounced at the edge and is now upside down. What tool should I use to correct it?

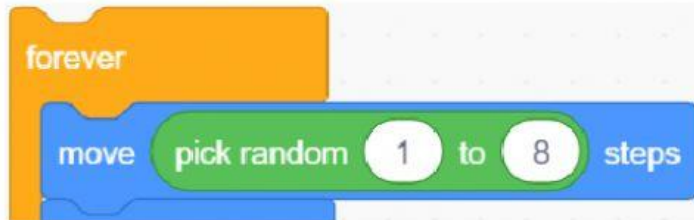


6. Using the program below, what direction will my fish be facing?



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For numbers 7 and 8, kindly refer to the figure below:



7. Using the script, can my sprite move exactly nine steps?
8. What will happen if I put a negative sign to the number of steps in the script above?
9. TRUE or FALSE: If you are using a negative number in the Point in Direction block, it means the sprite is facing left.
10. Given the script below, which side is my fish pointing to?

