Scratch Programming

A. Choose the correct option:

1. _____ panel is displayed when you click on a code tab.
   (a) Code
   (b) Costume
   (c) Sound
2. _____ block executes the enclosed blocks infinitely
   (a) Repeat
   (b) Repeat until
   (c) Forever
3. Which of the following is an example of the control block?
   (a) If block
   (b) If-else block
   (c) Both a and b
4. Any action performed by user or program is called-
   (a) Block
   (b) Event
   (c) Variable
5. By default, background of the stage is-
   (a) White
   (b) Green
   (c) Black

B. Fill in the blanks:

1. The _____ panel is displayed by clicking on the sound tab next to the costumes tab.
2. The _____ panel is the largest middle part of Scratch interface to drag-drop blocks.
3. When a certain block is executed repeatedly, it is called _____ or looping.
4. Clones of sprites are created using the "_____" block.
5. Background of the stage in Scratch is called _____.

C. State true or false:

1. We can hide/unhide the sprite in Scratch programming.
2. The Costume panel is displayed when you click on the code tab.
3. Set of instructions given to the computer is called a program.
4. All the blocks of "if block" are executed only if the condition is true.
5. A clone is an exact copy of the actual sprite.

D. Answer the following questions:

1. Discuss code panel and costume panel of Scratch interface.
2. Explain Scratch events. Give examples of two event blocks in Scratch.
3. Give examples of some common motion blocks.
4. Write steps involved in making sprites talk to each other in Scratch programming.
5. What is infinite reiteration?