

MyCS: Unit 5.5 Check for Understanding

Name: _____

Date : _____

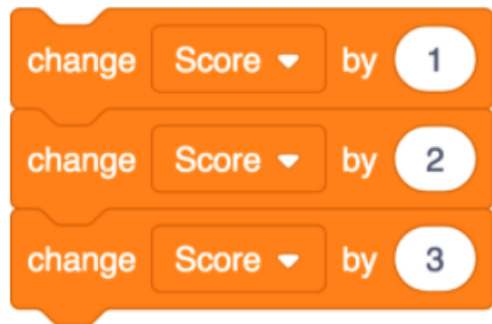
Period: _____

1. What does this code do?



- ☐ Sets the score to 1
- ☐ Sets the score to -1
- ☐ Increases the score by 1
- ☒ Decreases the score by 1

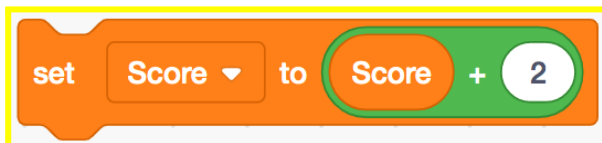
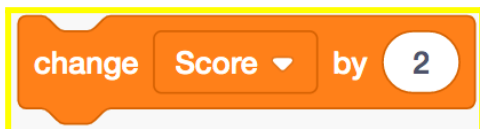
2. What does this code do?



- ☐ Counts from 1 to 3
- ☐ Adds 3 to the score
- ☒ Adds 6 to the score
- ☐ Sets the final score to 3

3. Which of these blocks could be used to add two points to the score?

Check all blocks that will do this correctly.

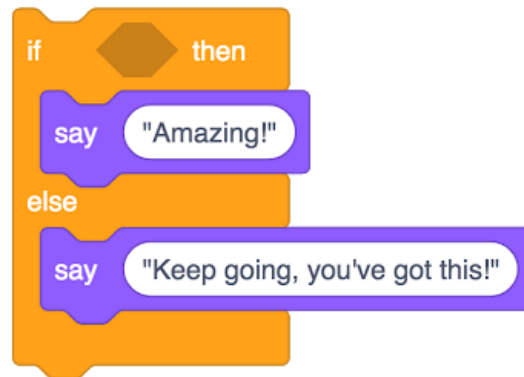


4. You are programming a sprite to talk to the player during a game.

*If the player has scored more than 100 points, the sprite says: **Amazing!***

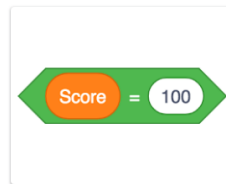
*If the player has less than 100 points, the sprite says: **Keep going, you've got this!***

This is the code so far :

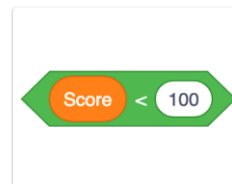


Which operator block(s) should go into the "if statement" so the sprite is programmed correctly?

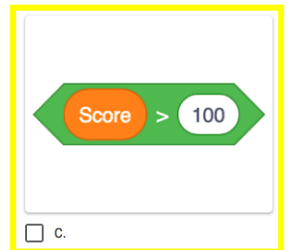
Highlight all blocks that will do this correctly.



☐ A.



☐ B.



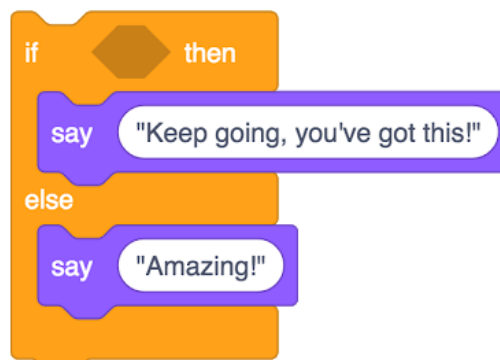
☒ C.

5. You are programming a sprite to talk to the player during a game.

*If the player has scored more than 100 points, the sprite says: **Amazing!***

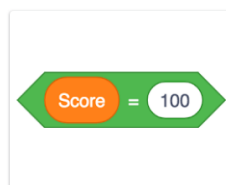
*If the player has less than 100 points, the sprite says: **Keep going, you've got this!***

This is the code so far :

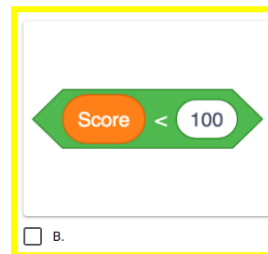


Which operator block(s) should go into the "if statement" so the sprite is programmed correctly?

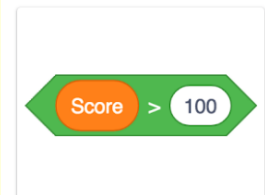
Highlight all blocks that will do this correctly.



☐ A.



☒ B.



☐ C.

6. What would be a more descriptive name for MysteryVariable?



☐ Lives

☐ Score

☐ Speed

☒ Timer

7.

One technique for keeping code readable is to give meaningful names to variables

☒ Yes

☐ No