## **Know Questions Answer Key - C++**

Check your understanding of the concepts in the **To Do, or Not To Do Unit** by answering these questions:

- 1. True or False: Instructions inside of the forever loop structure are run in order, from top to bottom.
  - a. True
  - b. False
- 2. True or False: When the project reads an if then else instruction, if the first condition is met it does not proceed to the else condition.
  - a. True
  - b. False
- 3. Conditional statements are powerful programming statements that you can use to make decisions based on the outcome of a\_\_\_\_\_ condition.
  - a. boolean
  - b. holding
  - c. motor
  - d. temperate
- 4. For the following pseudocode, which instruction would best be used to program the last line? Keeps checking if screen is pressed

When screen is pressed, check whether it is pressed on the right or left

If it was pressed on the left (less than 240), turn left

Waits until screen is no longer pressed before continuing

If press was not on the left, turn right

```
else{
    Drivetrain.drive(forward);
a. if (Brain.Screen.xPosition() < 240) {
    waitUntil(Brain.Screen.pressing());
    else{
        Drivetrain.turn(right);
}</pre>
```

- 5. True or False: A conditional statement allows a project to run different instructions depending on whether some condition(s) is met.
  - a. True
  - b. False
- 6. Which of the following is the term used for how well the interface lets me, as the user, do what I'm trying to do?
  - a. User Interface (UI)
  - b. None of these answers are correct.
  - c. User Experience (UX)
  - d. Graphical User Interface (GUI)

