MyCS: Unit 2.5 Check for Understanding

Name: Date :   Period:
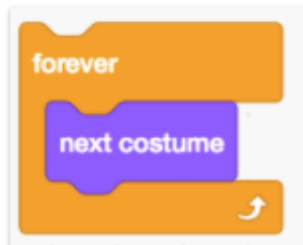
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1. Which loop is a better choice, if I'd like my animation to end at some point? Repeat 10 times
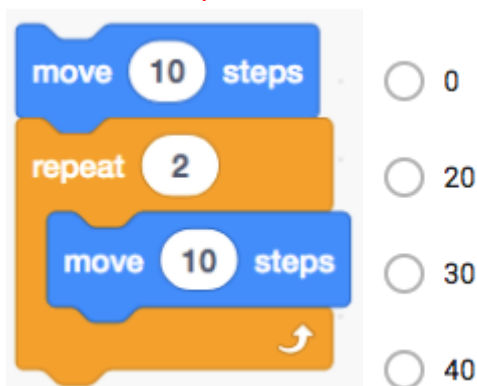
○ Repeat 10 times
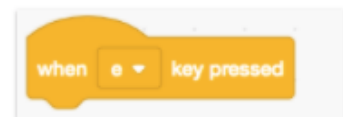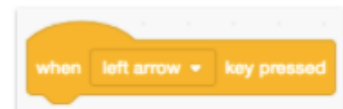

○ Loop Forever

2. Which key press is normally used to start or reset an animation When Green Flag Clicked
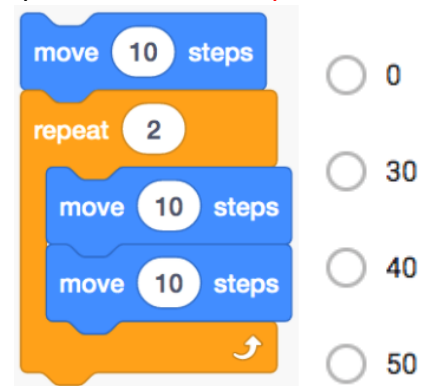
○ When "e" key pressed

○ When "Left Arrow" Key pressed

○ When "Green Flag" Clicked

3. When the code below is run, how many steps will the sprite move? 30 steps

○ 0

○ 20

○ 30

○ 40

4. When the code below is run, how many steps will the sprite move? 50 steps

○ 0

○ 30

○ 40

○ 50

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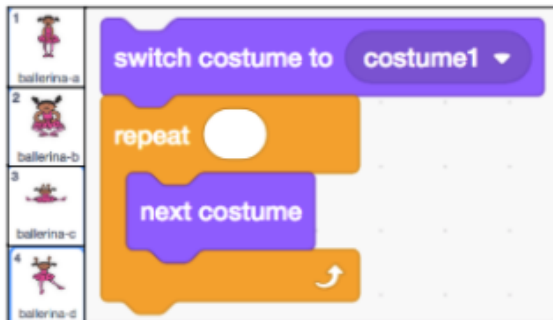
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5. Ballerina has 4 costumes.
At the start, Ballinera is reset to costume1. If you want
the animation to end on costume4, *how many times
should you repeat the loop?* 3 times

○ 2

○ 3

○ 4

○ 5

6. When animating a character sprite using code
like the example below, what wait time will give
believable animation?
Wait of 0.1 seconds,

○ Wait time of 10 seconds. i.e. 1 frame every 10 seconds

○ Wait time of 1 seconds. i.e. frame rate of 1 frame every 1 second.

○ Wait time of 0.1 seconds. i.e. frame rate of 1 frame every 0.1 seconds.

7. <u>Vector</u> and <u>Bitmap</u> are two well known formats for
storing digital Art.

*Which format would I use, if I wanted the illustration to
scale properly with smooth edges?*
Vector

○ Vector

○ Bitmap

8. True or False?

*Pair programming is used outside the
classroom, in real programming jobs.*
TRUE

○ TRUE

○ False