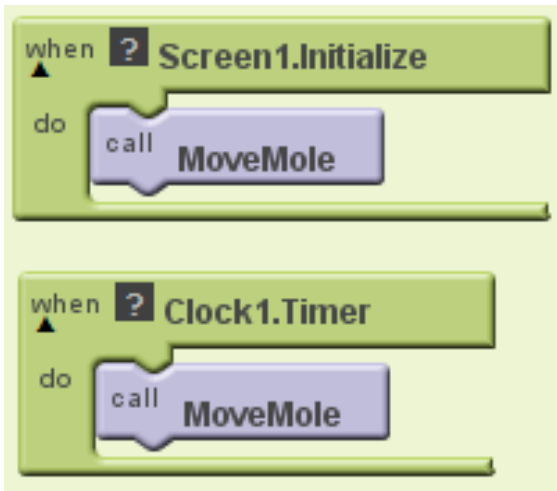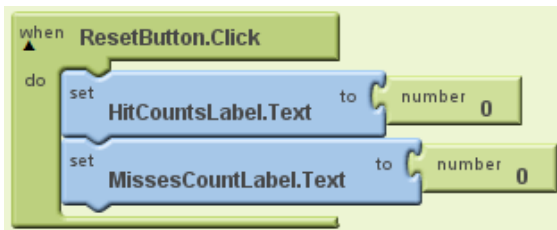# ICS3U0 – Review #1 for Upcoming Quiz

1. *Identify and Explain Purpose*

(a) List all the *procedure names* in the blocks shown at the left.

(b) List all the *component names* in the blocks shown at the left.

(c) List all the *event names* in the blocks shown at the left.

(d) List all the *property names* in the blocks shown at the left.

(e) Explain the purpose of "Screen1.Initialize."

(f) Explain the purpose of "Clock1.Timer."

(g) Explain the purpose of "call MoveMole."

(h) Explain the purpose of "ResetButton.Click."

(i) Explain the purpose of "set HitCountsLabel.Text to 0."

2. *Explain Purpose*
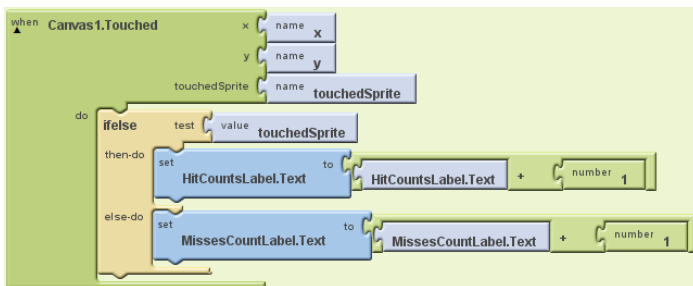
(a) What are "x," "y" and "touchedSprite?" What is their purpose?

(b) Explain the purpose of the "if else" block.

(c) What is the purpose of "set HitCountsLabel.Text to HitCountsLabel.Text +1?"

3. *Explain Concept*

In the MoleMash game, the mole picture moves about the canvas in a random fashion. Explain how this is accomplished.

ICS3U0 – Review #2 for Upcoming Quiz

Explain each of the following:

|	
1. Component	
2. Property	
3. Method	
4. Event	
5. Procedure	
6. Event Handler (This is a type of procedure)	
7. Click Event	
8. Initialize Event	
9. Timer Event	
10. Text Property	
11. Variable	
12. Call	
13. Parameter/Argument	
14. ifelse block	
15. Image	
16. Sprite	
17. random integer	
18. Canvas	
19. Width Property	
20. Height Property	
21. Co-ordinate System	

ICS3U0 – Review #3 for Upcoming Quiz

1. The purpose of the Design Page shown below is _____

_____.
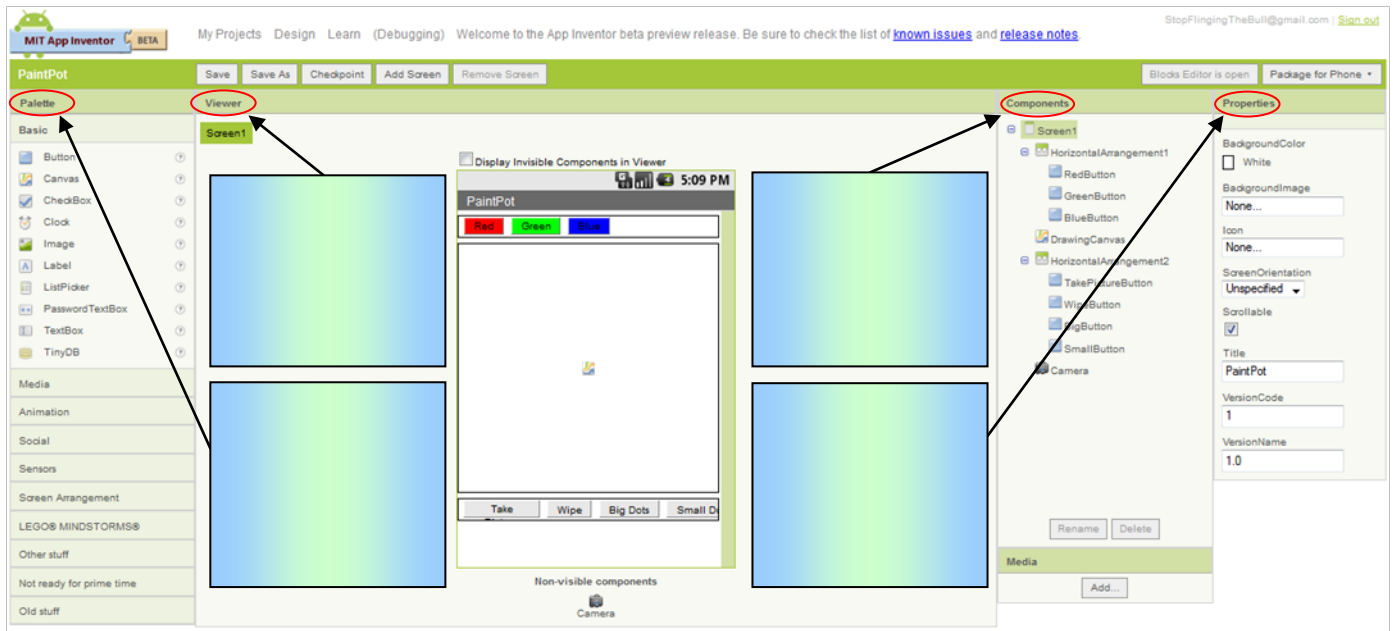
Use the provided text boxes to state the purpose of each of the four main parts of the Design Page.

2. The purpose of the Blocks Editor Java program shown below is _____

_____.
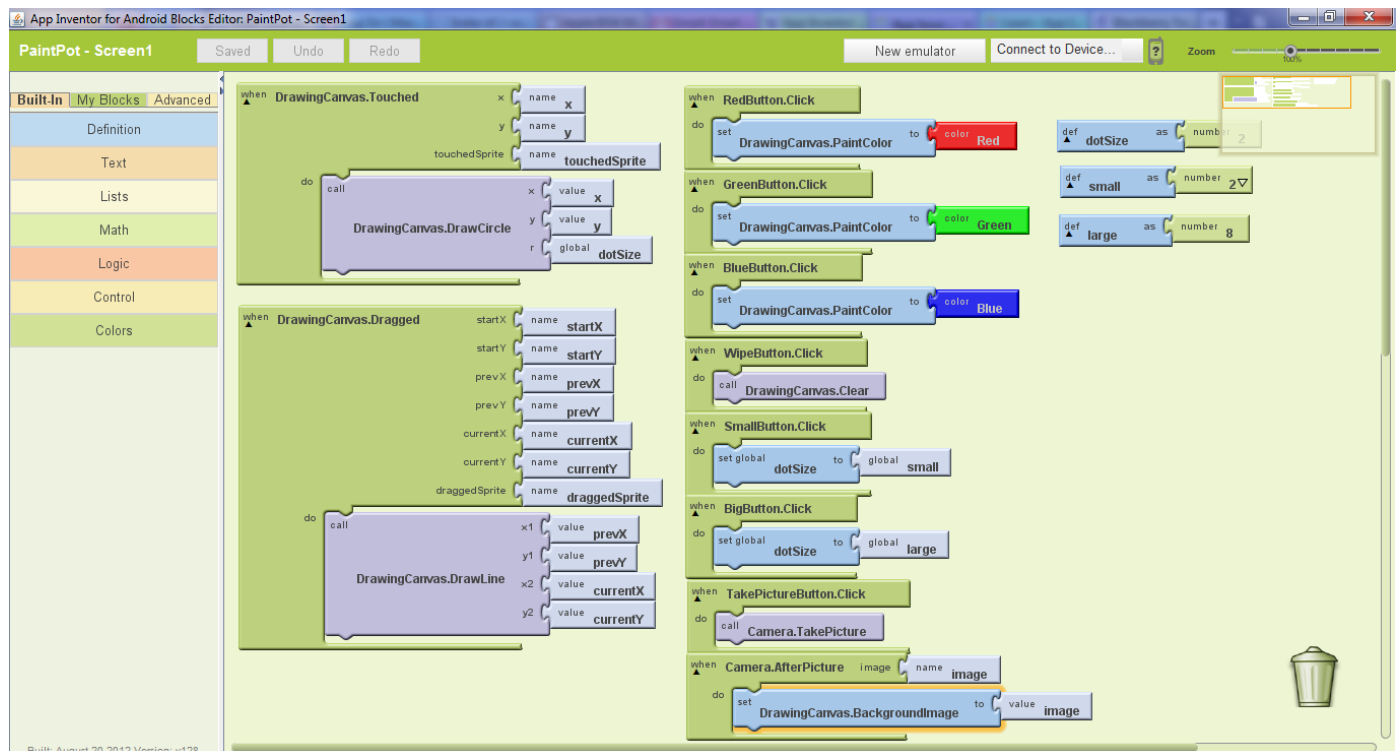
3. The purpose of the emulator window shown at the right is _____

_____

_____

_____.

4. Give a step-by-step explanation of how each of the following could be accomplished:

    (a) In the MoleMash app, the mole picture changes briefly when the mole is hit.

    (b) In the PaintPot app, straight lines can be drawn as well as curves.

    (c) In the MoleMash app, a "bonus image" is occasionally displayed for a brief time. The player receives bonus points for tapping the bonus image.

    (d) In the MoleMash app, a "penalty image" moves about the canvas in proximity to the mole image. If the player taps the penalty image instead of the mole, the player loses points.