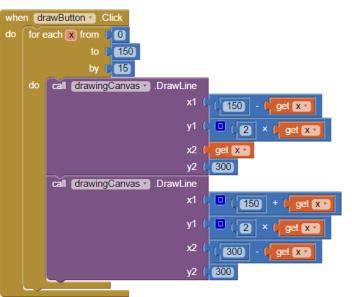
Grade 11 Computer and Information Science Unit 1 – Practice Test – Line Drawings in App Inventor

Mr. N. Nolfi

Victim:

1. Use the tables of values and the provided grid to sketch the picture generated by the following App Inventor event handler:



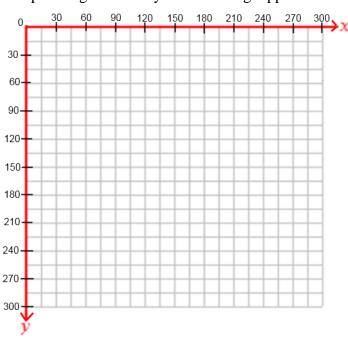
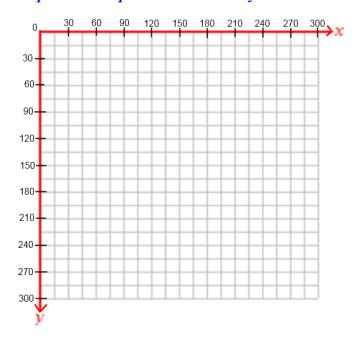
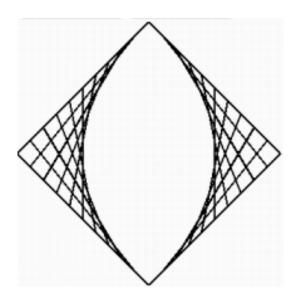


Table of Values for First Call of "DrawLine"	
Start	End

Table of Values for Second Call of "DrawLine"	
Start	End

- 2. Shown below is a drawing that consists entirely of line segments on a canvas scaled to 300 pixels×300 pixels.
 - (a) Use the grid to sketch *enough line segments* to allow you to *spot patterns*. *It is not necessary to reproduce the picture in its entirety!*





(b) Now complete the following tables of values. Once again, it is only necessary to include enough points to reveal a pattern!

Left Section of Drawing

Start End

Right Section of Drawing

· ·
End

(c) Now construct an App
Inventor app that generates
the drawing shown above.

Note that you must use a
loop whenever possible. Use
a computer for this part only.

