

Grade 11 Computer and Information Science

Unit 1 - Quiz 1 - App Inventor Terminology

KU

16 / 16

Mr. N. Nolfi

Victim:

*Mr. Solutions Well done Mr. N.!!*1. Match each term in the left column with the *best definition* or *description* in the right column. (16 KU)

- | | |
|--|--|
| <input checked="" type="checkbox"/> <u>W</u> Event | <input checked="" type="checkbox"/> A. Something that happens at a given place and time. |
| <input checked="" type="checkbox"/> <u>Z</u> Component | <input checked="" type="checkbox"/> B. A minute and usually square area of illumination on a display screen, one of many from which a picture is composed. |
| <input checked="" type="checkbox"/> <u>V</u> Property | <input checked="" type="checkbox"/> C. With the help of ReMax, Century21 and many other companies, one can buy or sell this. |
| <input checked="" type="checkbox"/> <u>S</u> Method | <input checked="" type="checkbox"/> D. A beautiful "F" word that describes something that most successful people do very well. |
| <input checked="" type="checkbox"/> <u>T</u> Program | <input checked="" type="checkbox"/> E. An ordered set of numbers that identifies a position relative to co-ordinate axes. |
| <input checked="" type="checkbox"/> <u>Q</u> Procedure | <input checked="" type="checkbox"/> F. A particular course of action intended to achieve a result. |
| <input checked="" type="checkbox"/> <u>E</u> Co-ordinates | <input checked="" type="checkbox"/> G. A small image that is used in animations. |
| <input checked="" type="checkbox"/> <u>P</u> Clock | <input checked="" type="checkbox"/> H. A device used for measuring time. |
| <input checked="" type="checkbox"/> <u>U</u> Event Handler | <input checked="" type="checkbox"/> I. A security person hired for special events (aka a "bouncer"). |
| <input checked="" type="checkbox"/> <u>R</u> App | <input checked="" type="checkbox"/> J. An application. |
| <input checked="" type="checkbox"/> <u>G</u> Sprite | <input checked="" type="checkbox"/> K. WTF? What does a brand of pop have to do with computer science? |
| <input checked="" type="checkbox"/> <u>B</u> Pixel | <input checked="" type="checkbox"/> L. A component that contains other components used for animations. |
| <input checked="" type="checkbox"/> <u>X</u> Execute | <input checked="" type="checkbox"/> M. To put to death. Insert name of deserving victim here: <u>Nobody I know.</u> |
| <input checked="" type="checkbox"/> <u>L</u> Canvas | <input checked="" type="checkbox"/> N. Some extremely irresponsible students use washroom walls as if they were this. |
| <input checked="" type="checkbox"/> <u>Y</u> Timer Event | <input checked="" type="checkbox"/> O. A speed dating event. |
| <input checked="" type="checkbox"/> <u>D</u> Focus | <input checked="" type="checkbox"/> P. A component that is used to generate the "Timer" event at regular intervals. |
| | <input checked="" type="checkbox"/> Q. A block that contains zero or more instructions. These blocks are given names so that they can be executed when needed. |
| | <input checked="" type="checkbox"/> R. A modern term for "application software," that is, a program that performs functions of interest to computer users. |
| | <input checked="" type="checkbox"/> S. An <i>action</i> that is associated with a component. "MoveTo" is an example of this. |
| | <input checked="" type="checkbox"/> T. A set of instructions that can be executed by a computer. |
| | <input checked="" type="checkbox"/> U. A procedure that is executed <i>automatically</i> in response to a specific event. |
| | <input checked="" type="checkbox"/> V. A characteristic or attribute of a component. "Text" is an example. |
| | <input checked="" type="checkbox"/> W. Something that happens while a program is running and that could cause programming instructions to be executed automatically. |
| | <input checked="" type="checkbox"/> X. Carry out an action or set of actions. |
| | <input checked="" type="checkbox"/> Y. An event that is fired at regular intervals by a "Clock" component. |
| | <input checked="" type="checkbox"/> Z. An object that can be chosen from the "Palette" menu. These have properties and methods. |

**WANTED**

For frightening children by twerking in public. All are warned to stay very far from this individual's backside as it is considered a dangerous weapon.

\$0.01 Reward