

Grade 11 Computer and Information Science
Unit 1 – Quiz 2 – Identifying App Inventor Program Constructs

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Victim:

Mr. Solutions *You are a masterful identifier Mr. N.!!*

APP

20/20

1. On the next page, you will find a list of terms. For each "object" to which an arrow is pointing, write in the provided space the letter corresponding to the term that *best* describes it. You may need to use the same letter more than once and there may be letters that you do not use at all. (20 APP)

initialize global energy to 200

F ✓

L ✓

G ✓

A ✓

when RestartButton Click
 do
 set global energy to 200
 set Aphid Visible to true
 set Aphid Enabled to true
 set Ladybug Enabled to true
 set Ladybug Picture to "ladybug.png"

G ✓

H ✓

G ✓

A ✓

? when Texting1 MessageReceived
 number messageText
 do
 set Texting1 PhoneNumber to ? get number
 set Texting1 Message to ? ResponseLabel Text
 call Texting1 SendMessage

B ✓

D ✓

K ✓

B ✓

when Ladybug CollidedWith
 other
 do
 if
 get other = Aphid and Aphid Visible
 then
 call EatAphid

I ✓

initialize global lastKnownLocation to "Unknown"

when LocationSensor1 .LocationChanged

latitude longitude altitude

do set global lastKnownLocation to LocationSensor1 .CurrentAddress

to EatAphid

do set global energy to get global energy + 50

set Aphid .Visible to false

set Aphid .Enabled to false

call Aphid .MoveTo

x random integer from 0 to FieldCanvas .Width - Aphid .Width

y random integer from 0 to FieldCanvas .Height - Aphid .Height

call Sound1 .Vibrate
millisecs 100

L ✓

A ✓

B ✓

G ✓

I ✓

J ✓

C ✓

A. Event

B. Parameter

C. Argument

D. Method

E. Set

F. Initial Value

G. Component

H. Property

I. Programmer-Defined
Procedure

J. Mathematical
Function

K. Event Handler

L. Variable

Important Note

An **argument** is a value that is given to a **parameter**.

