

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

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Victim: _____

APP

/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)

The image shows four separate App Inventor scripts, each with one or more arrows pointing from specific blocks to handwritten labels. The labels correspond to the following terms:

- F**: Points to the value "200" in the "initialize global [energy] to" block.
- L**: Points to the variable "energy" in the "initialize global [energy] to" block.
- G**: Points to the variable "Aphid" in the "set Aphid .Visible to true" block.
- A**: Points to the condition "RestartButton .Click" in the "when RestartButton .Click" loop.
- H**: Points to the variable "Ladybug" in the "set Ladybug .Enabled to true" block.
- G**: Points to the variable "Ladybug" in the "set Ladybug .Picture to" block.
- A**: Points to the variable "Texting1" in the "when Texting1 .MessageReceived" loop.
- B**: Points to the variable "messageText" in the "number messageText" block.
- D**: Points to the "call Texting1 .SendMessage" block.
- K**: Points to the "when Ladybug .CollidedWith" loop.
- B**: Points to the variable "other" in the "when Ladybug .CollidedWith" loop.
- I**: Points to the "call EatAphid" block.

A Scratch script consisting of two main sections:

- Section A:** An event handler for "LocationSensor1 .LocationChanged". It initializes a global variable `lastKnownLocation` to "Unknown".
- Section B:** An event handler for "when green flag clicked". It sets the global `lastKnownLocation` to the current address from the LocationSensor1 component.
- Section C:** A "when green flag clicked" procedure named `EatAphid`. It sets the global energy to `(get [global energy v] + 50)`, hides the Aphid, and moves it to a random position within the field canvas. It also plays a vibration sound for 100 milliseconds.

Arrows point from the following labels to specific parts of the script:

- L:** Points to the "Unknown" string in the `lastKnownLocation` initialization.
- A:** Points to the "Unknown" string in the `lastKnownLocation` initialization.
- B:** Points to the "Unknown" string in the `lastKnownLocation` initialization.
- G:** Points to the "CurrentAddress" component in the `set lastKnownLocation to` block.
- I:** Points to the `global energy` parameter in the `set [global energy v] to` block.
- J:** Points to the `random integer from 0 to` blocks for both the x and y coordinates.
- C:** Points to the `millisecs` argument of the `vibrate` sound block.

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|--|---------------------------------|-------------------------|--------------------|
| 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**.

