

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

Mr. N. Nolfi

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)

initialize global energy to 200

F

L

G

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"

A

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

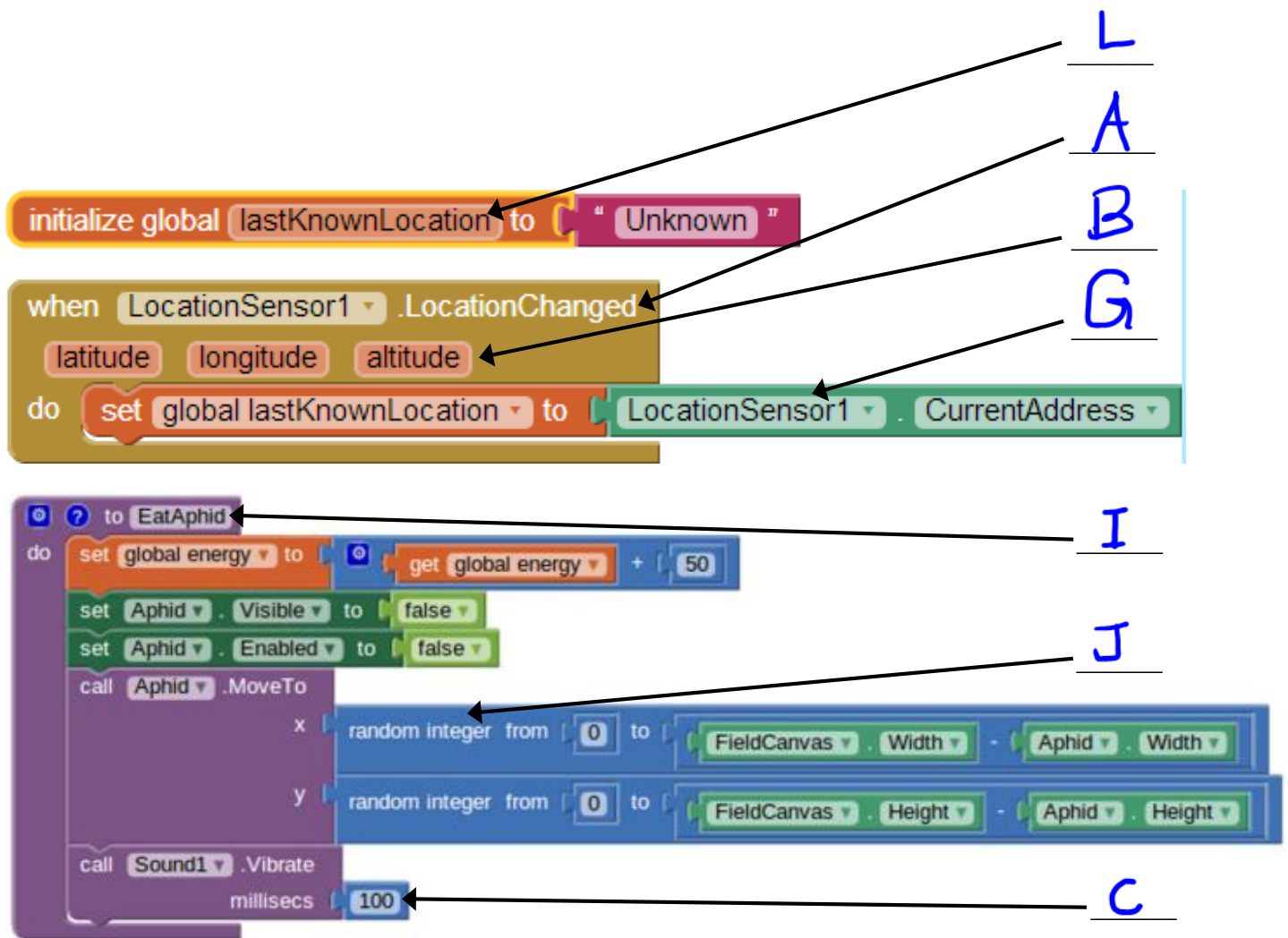
D

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

K

B

I



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**.

