ICS3U0 **Semester 2, 2012 - 2013**

Grade 11 Computer and Information Science
Unit 1 – Quiz 1 – App Inventor Terminology

Mr. N. Nolfi
Victim: Mr. Solutions

Well done Mr. S.! You definitely studied! You weren't mossing!

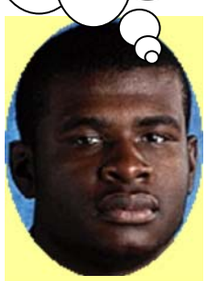
KU
21 /20

1. Match each term in the left column with the ***best definition*** or ***description*** in the right column. **(20 KU)**

O	Canvas	A. Some extremely irresponsible _____ use washroom walls as if they were this.
U	Event	B. Something that happens at a given place and time.
R	Method	C. A way of doing something. For example, "mossing" is a method of doing nothing.
V	Property	D. With the help of ReMax, Century21 and many other companies, one can buy or sell this.
Z	Event Handler	E. A security person hired for special events (aka a "bouncer").
M	Call	F. To communicate or attempt to communicate by telephone.
N	Click Event	G. A gathering of computer addicts. If you make such people angry, they will tell you to "click off" instead of telling you to "φμCκ off."
P	Sprite	H. WTF? What does a brand of pop have to do with computer science?
Q	Argument	I. Something Mr. Nolfi experiences daily with lazy, disrespectful and/or obnoxious students.
L	Initialize Event	J. A cruel and unlawful way to "introduce" grade 9 students to a new school.
W	Timer Event	K. A speed dating event.
T	Variable	L. The event that occurs when a "Screen" component is first loaded.
S	Procedure	M. To execute a procedure.
X	ifelse	N. The event that occurs when certain components are tapped (clicked).
Y	Component	O. A component that is used for drawing and animation.
EE	Clock	P. A small image that is used in animations.
AA	Co-ordinate System	Q. A variable that is used to pass information to a procedure.
CC	random integer	R. An action that is associated with a component. "DrawLine" is an example of this.
BB	Image	S. A group of zero or more instructions that is given a name. Event handlers and methods are examples of this.
DD	Dragged Event	T. A name that represents a value that is stored in a computer's memory.
		U. An occurrence that could trigger the execution of programming instructions.
		V. A characteristic or attribute of a component.
		W. An event that is fired at regular intervals by a "Clock" component.
		X. A block that is used to select one group of statements from two possible groups. The selection is based on whether a condition is true or false.
		Y. An object that can be chosen from the "Palette" menu. These have properties and methods.
		Z. A procedure that is executed automatically in response to a specific event.
		AA. A system that uses numbers to establish position.
		BB. A component that is used to display pictures.
		CC. A procedure that selects whole numbers at random.
		DD. The event that occurs when the user's finger remains in contact with a canvas while moving across it.
		EE. A component that fires the "Timer" event at regular intervals.

+1 Bonus

Any appropriate noun
e.g. goons, hoodlums, delinquents, losers, jackasses, fools, imbeciles, idiots, cretins, half-wits, morons, blockheads, dimwits, boneheads, nincompoops, dunces, nitwits, pinheads, jugheads, numskulls, hooligans, etc.



WANTED FOR
- Excessive sleeping
- Excessive use of YouTube

$0.25 Reward