



Lesson 3.4 Summative Assessment Questions

1. Going through existing code and fixing the mistakes is called ____
 - A. Sequencing
 - B. Debugging
 - C. Debarring
 - D. Hashing
2. Which of these is a good troubleshooting strategy?
 - A. Step through the code, line by line, to identify what does not work as expected
 - B. Display the value of Variables using a Print block
 - C. Ask someone else to go through the code with you as you explain it
 - D. All of these are good troubleshooting strategies
3. Which of these runs a sequence of code multiple times?
 - A. Turn Pin __ On
 - B. Play Sound
 - C. Wait until Pin __ is Off
 - D. Repeat forever
4. One thing causing another thing to happen in code is called____.
 - A. a Loop
 - B. a Conditional
 - C. an Event
 - D. a Sequence
5. Which of these is an example of an event in code?
 - A. Turn Pin __ On
 - B. Play Sound
 - C. Wait until Pin __ is Off
 - D. Repeat forever
6. Which of these is an example of running a sequence of code as long as a **condition** is true?
 - A. Play Sound
 - B. Repeat while Pin 24 is on
 - C. Turn Pin __ On
 - D. Turn Pin __ Off

7. Which of these code blocks will cause a sound output from the speaker?

- A. Turn Pin __ On
- B. Wait until Pin __ is Off
- C. Repeat forever
- D. Play Sound

8. Which of these code blocks will cause an LED to light up?

- A. Turn Pin __ On
- B. Wait until Pin __ is Off
- C. Repeat forever
- D. Play Sound

Questions for Additional Projects:

Variables:

9. A program storage location for information that is given a name is called a ____.

- A. Variable
- B. Loop
- C. Sequence
- D. Bug

10. Which of these code techniques is often used to check the value of a variable?

- A. Loops
- B. Sequences
- C. Actions
- D. Conditions

11. Which of these codes will increment the value in a variable?

- A. Wait until __ is ON
- B. Change __ by 1
- C. Set __ to 1
- D. If __ is 1

Loops:

12. To run a sequence of code a certain number of times, use a __ block.

- A. Repeat forever
- B. Repeat _ times
- C. Repeat while
- D. If Else

Conditions: (if, repeat while, compare)

13. A programming method for making decisions based on code that equates to true or false is called a

—.

- A. Variable
- B. Loop
- C. Sequence
- D. Conditional

14. Which of these code blocks is used to compare one value to another and then do something based on the comparison?

- A. Repeat forever
- B. Repeat _ times
- C. If Else
- D. Play Sound