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**Vendor:**Microsoft

**Exam Code:**98-380

**Exam Name:**Introduction to Programming Using Block-Based Languages (Touch Develop)

**Version:**Demo

## QUESTION 1

This question requires that you evaluate the underlined text to determine if it is correct.

You are writing an app for Best For You Organics Company.

The app needs to allow the user to convert a recipe from cups to liters. The app will use the conversion ratio of 1 cup is equal to 0.2366 liters.

You define the pseudocode as follows:

INPUT cups

liters = cups \* 0.2366

OUTPUT liters

Review the underlined text. If it makes the statement correct, select "No change is needed." If the statement is incorrect, select the answer choice that makes the statement correct.

- A. No change is needed.
- B. cups \* 2.366
- C. cups / 0.2366
- D. cups / .02366 \* 10

Correct Answer: A

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## QUESTION 2

Adventure Works is writing an application in TouchDevelop using a sprite named football3. You set the following variables to determine the dimensions of the board:



When the user clicks the football, it must move to a random location and bounce repeatedly off the bottom of the game board.

You need to write the code to move and bounce the football.

How should you complete the code? To answer, drag the appropriate code segments to the correct location. Each segment may be used once, more than once, or not at all. You may need to drag the split bar between panes or scroll to view

content.

NOTE: More than one answer choice combinations is correct. You will receive credit for any of the correct combinations you select.

NOTE: Each correct selection is worth one point.

Select and Place:

Segments

football3 -> set pos(20 + math -> random(20, width), 20 + math -> random(20, height))

board -> set gravity(0, 50)

board -> create boundary(0)

football3 -> set pos(20 + math -> random range(20, width), 20 + math -> random range(20, height))

football3 -> set gravity(0, 50)

board -> create boundary(bottom)

Answer Area

football3 -> on tap(tapped)

where tapped(x: Number, y: Number) is

end

end

Correct Answer:

Segments

football3 -> set pos(20 + math -> random(20, width), 20 + math -> random(20, height))

board -> set gravity(0, 50)

Empty answer area for the correct answer.

board -> create boundary(bottom)

Answer Area

board -> create boundary(0)

football3 -> set gravity(0, 50)

football3 -> on tap(tapped)

where tapped(x: Number, y: Number) is

football3 -> set pos(20 + math -> random range(20, width), 20 + math -> random range(20, height))

end

end

Which two problems can a computer solve efficiently by using iteration as part of the algorithm? (Choose two.)

- A. Counting the number of times a specific word appears in a book
- B. Finding the first 1000 digits of pi
- C. Evaluating two player scores to determine a winner
- D. Extracting the meaning of a paragraph of text

Correct Answer: AC

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#### **QUESTION 4**

You are completing the Touch Develop code for a game that allows a basketball to bounce on a basketball court against a gravitational force.

You need to ensure that the ball bounces when it hits the floor. The bounce height should decrease each time the ball bounces.

How should you complete the code? To answer, select the appropriate code segments in the answer area.

Hot Area:

Answer Area

```
function main ()
```

```
var board := ⚡ game → start
```

```
board → set background picture(📁 Basketball court)
```

```
var sprite := ⚡ game → create sprite(📁 Basketball)
```

```
board → set gravity(0, 300)
```

```
board → add on every frame do
```

```
if sprite → y > board → height - 100 then
```

```
sprite → set y ( board → speed y )
```

```
→ bounce → play
```

```
else do nothing end if
```

```
end
```

```
end function
```

Correct Answer:

Answer Area

```
function main ()  
  var board := △ game → start  
  board → set background picture(🗄 Basketball court)  
  var sprite := △ game → create sprite(🗄 Basketball)  
  board → set gravity(0, 300)  
  board → add on every frame do  
    if sprite → y > board → height - 100 then  
      sprite → set y ( board → speed y )  
      🗄 bounce → play  
    else do nothing end if  
  end  
end function
```

**QUESTION 5**

This question requires that you evaluate the underlined text to determine if it is correct.

Information travels across the Internet in small segments of data known as bits.

Review the underlined text. If it makes the statement correct, select "No change is needed." If the statement is incorrect, select the answer choice that makes the statement correct.

- A. No change is needed.
- B. packets
- C. envelops
- D. chunks

Correct Answer: B

References: <https://computer.howstuffworks.com/ip-convergence2.htm>

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### QUESTION 6

You and your friend Pat are working on a coding project to write code for “Triangles to Octagons”. The program randomly selects a number ranging from 3 to 8. The program will then draw a regular polygon with the number of sides ranging

from 3 to 8 (triangles to octagons) as specified by the input.

Pat writes the following pseudocode:

```
main
  DECLARE sides defined as the number of sides of a polygon
  SET sides = random number (3,8)
  drawPolygon(sides)
END
drawPolygon
  REPEAT sides
    Pen down
    Move forward (100)
    Turn Right (360/sides)
  END REPEAT
END
```

You need to identify the functions and parameters in the pseudocode. To answer, drag the appropriate label from the column on the left to its example on the right. Each label may be used once, more than once, or not at all. NOTE: Each correct match is worth one point.

Select and Place:

**Labels**

- Function
- Parameter
- Neither

**Answer Area**

**Examples**

- 8
- random number
- drawPolygon
- 360/sides
- Repeat sides

**Labels**

Correct Answer:

**Labels**

- Function
- Parameter
- Neither

**Answer Area**

**Examples**

- Parameter
- Neither
- Function
- Parameter
- Neither

**Labels**

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**QUESTION 7**

As a part of Jim's duties at Fourth Coffee, he is responsible for creating company procedures for the various activities that employees perform in their daily jobs.

You are helping Jim document the procedures in the latest version of the employee manual.



You need define the process for taking a customer's order.

How should you define the process? To answer, move all actions from the list of actions to the answer area and arrange them in the correct order.

Select and Place:

Actions

- Verify the customer's order by reading it back from the computer screen.
- Listen to the customer and enter the customer's order into the computer system.
- Greet the customer by saying "Welcome to Fourth Coffee. Can I help you with your order?"
- Enter the amount taken from the customer into the computer and give the customer any change due to them.
- Tell the customer the amount due and take money from the customer.

Answer Area (move all actions)



Correct Answer:

Actions

- 
- 
- 
- 
- 

Answer Area (move all actions)

- Greet the customer by saying "Welcome to Fourth Coffee. Can I help you with your order?"
- Listen to the customer and enter the customer's order into the computer system.
- Verify the customer's order by reading it back from the computer screen.
- Tell the customer the amount due and take money from the customer.
- Enter the amount taken from the customer into the computer and give the customer any change due to them.

### QUESTION 8

You write the following Touch Develop code: You run the code and enter a value of 12. What is the result?

```
var num1 := wall → ask number("Enter a number")
var num2 := 1
while num1 ≠ 1 do
  num1 := num1 / num2
  num1 → post to wall
  num2 := num2 + 1
end while
```

- A. The loop never terminates.
- B. The following values are output to the wall: 1 1.0909090909091  
1.2  
1.3333333333333333  
1.5  
1.714285714285714  
2.4
- C. The loop never executes.
- D. The following values are output to the wall: 0.5

Correct Answer: A

**QUESTION 9**

You are creating an app to keep track of the performance of various basketball teams in your school's league. The app will allow users to enter the field goals attempted and field goals made for each team that played in a tournament. The app

will calculate and output the field goal percentage as follows:

The field goal percentage is 25%.

You need to describe the algorithm you will use to implement this feature.

Which five actions should you perform in sequence? To answer, move the appropriate actions from the list of actions to the answer area and arrange them in the correct order.

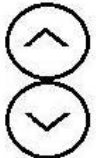
NOTE: More than one order of answer choices is correct. You will receive credit for any of the correct orders you select.

Select and Place:

Actions

- Divide the number of field goals made by the number of field goals attempted.
- Ask the user for the number of field goals made.
- Display the filed goal percentage.
- Ask the user for total points scored.
- Ask the user for the number of field goals attempted.
- Multiply the result by 100.
- Divide the number of field goals attempted by the number of field goals made.

Answer Area (move 5 actions)



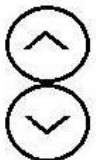
Correct Answer:

Actions

- 
- 
- 
- Ask the user for total points scored.
- 
- 
- Divide the number of field goals attempted by the number of field goals made.

Answer Area (move 5 actions)

- Ask the user for the number of field goals made.
- Ask the user for the number of field goals attempted.
- Divide the number of field goals made by the number of field goals attempted.
- Multiply the result by 100.
- Display the filed goal percentage.



### QUESTION 10

You are creating an app that will allow university students to connect with advisors and other students to discuss stressful situations. Only students who attend the university can access the app. Which two steps should you take to protect student's identity and personal information? (Choose two.)

- A. Hash student data transmissions with a random salt.
- B. Hash the password with a random salt.
- C. Encrypt student data transmissions.
- D. Hash the password using an algorithm in the Google database.

E. Encrypt the password.

Correct Answer: C

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### QUESTION 11

You are decorating the gymnasium for prom. You have 100 packages of balloons. There are 18 balloons of five different colors in each package. You do not know how many balloons of each color are in a package, but you do know that each

package contains some blue balloons and some white balloons and that there are at least 50 balloons of each color.

You need to inflate 50 blue balloons and 50 white balloons with helium.

A classmate has recommended the following algorithm:

```
Repeat Until there are 50 inflated blue balloons
  Open a package.
  Repeat Until there are no blue balloons in the package
    Take a blue balloon from the package and inflate it
    Take a white balloon from the package and inflate it.
  End Repeat
End Repeat
```

You need to evaluate the result of using this algorithm.

Which three conditions will result from inflating balloons using this algorithm? (Choose three.)

- A. There might be white balloons left over in multiple open packages.
- B. You will inflate the correct number of blue balloons.
- C. You might inflate too few white balloons.
- D. There might be blue balloons left over in multiple open packages.
- E. You might inflate too few blue balloons.
- F. You will inflate the correct number of white balloons.
- G. You might inflate more than 100 balloons.

Correct Answer: ACG

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### QUESTION 12

You are creating a calculator app. The Power function must calculate the result of raising a number by a positive exponent value.

You create the following pseudocode:

```
Function Power(number, exponent)
```

```
  DECLARE result
```

```
End Function
```

You need to complete the pseudocode for the function.

Which pseudocode should you use?

- A. WHILE exponent > 1 SET result TO result \* number SET exponent TO exponent - 1 LOOP Return result
- B. IF exponent > 1 SET result TO result \* number SET exponent TO exponent - 1 END IF Return result
- C. IF exponent > 1 SET result TO result \* number SET exponent TO exponent + 1 END IF Return result
- D. WHILE exponent > 1 SET result TO result \* number SET exponent TO exponent + 1 LOOP Return result

Correct Answer: C

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