

## Designing Tech Solutions through Computer Science - Final Exam Study Guide 2015-2016

### True/False

Indicate whether the statement is true or false.

1. A tag with a slash (/) before the element indicates the start of an instruction.
  - a. True
  - b. False
2. Text that has been marked up with HTML is called an HTML document.
  - a. True
  - b. False
3. The document title is displayed in the status bar of the browser's window.
  - a. True
  - b. False
4. Tags affect the text they surround.
  - a. True
  - b. False
5. Attributes are placed in the ending tag only.
  - a. True
  - b. False
6. An attribute is used to modify an element.
  - a. True
  - b. False
7. HTML is case sensitive.
  - a. True
  - b. False
8. Spaces and blank lines in an HTML document affect how it is interpreted.
  - a. True
  - b. False
9. The Windows taskbar can be used to quickly switch between open applications.
  - a. True
  - b. False
10. The break tag must be paired.
  - a. True
  - b. False
11. Text between paragraph tags is automatically wrapped by the browser.
  - a. True
  - b. False

12. Heading tags are used to emphasize text.
  - a. True
  - b. False
13. Two heading levels can be displayed on a single line.
  - a. True
  - b. False
14. The formatting associated with the heading tags varies between Web browsers.
  - a. True
  - b. False
15. The horizontal rule tag must be paired.
  - a. True
  - b. False
16. The attribute value used to set a document's background color can be a hexadecimal value.
  - a. True
  - b. False
17. Comments in a document appear in a browser window.
  - a. True
  - b. False
18. In a browser window, hyperlinks can be clicked to display a different HTML document.
  - a. True
  - b. False
19. A hyperlink is also called a link.
  - a. True
  - b. False
20. Hyperlinks are typically displayed as green underlined words in the browser window.
  - a. True
  - b. False

**Multiple Choice**

*Identify the choice that best completes the statement or answers the question.*

21. Which is not a document tag?
  - a. `<br>`
  - b. `<html>`
  - c. `<title>`
  - d. `<body>`
22. Which tag tells the Web browser that the document file contains HTML?
  - a. `<file>`
  - b. `<html>`
  - c. `<title>`
  - d. `<body>`

23. Which type of files are HTML documents?
- a. rich text format files
  - b. image files
  - c. plain text files
  - d. tag files
24. Which extension must be included with an HTML document file name?
- a. .txt
  - b. .htm
  - c. .exe
  - d. .doc
25. Which application is used to view HTML documents that have been published to a Web server?
- a. Notepad
  - b. a text editor
  - c. a Web browser
  - d. a word processor
26. Which tag is used to move a line of text within a paragraph to the next line?
- a. <p>
  - b. <br>
  - c. <hr>
  - d. <html>
27. Which heading tag has the largest font size?
- a. Heading 1
  - b. Heading 2
  - c. Heading 6
  - d. Heading 8
28. Which tag defines the section that contains the document's content?
- a. the head tag
  - b. the body tag
  - c. the title tag
  - d. the html tag
29. When opening an HTML document in Notepad, the Files of type must be changed to
- a. Document Files.
  - b. Text Files.
  - c. Internet Files.
  - d. All Files.
30. Which tag places a horizontal rule across half the width of the browser window, left aligned, and with a thickness of 3 pixels?
- a. <hr width="50%" size="3"></hr>
  - b. <hr width="3" size="50%" align=left>
  - c. <hr thickness="3">
  - d. <hr width="50%" align=left size="3">
31. What is the default alignment for a horizontal rule?
- a. centered
  - b. left
  - c. justified
  - d. right
32. Which tag is used to create a hyperlink?
- a. <a>
  - b. <hr>
  - c. <hyperlink>
  - d. <p>

33. What is looping?
- a. a container that holds a value and allows the value to change or vary
  - b. his group includes if/else & switch, they dictate which commands get executed based on some condition being met
  - c. executing the same set of instructions a given number of times or until a specified result is obtained
  - d. execution of operations one after another
34. Define Simple Sequential Execution?
- a. a container that holds a value and allows the value to change or vary
  - b. his group includes if/else & switch, they dictate which commands get executed based on some condition being met
  - c. executing the same set of instructions a given number of times or until a specified result is obtained
  - d. execution of operations one after another
35. What is a variable?
- a. a container that holds a value and allows the value to change or vary
  - b. execution of operations one after another
  - c. executing the same set of instructions a given number of times or until a specified result is obtained
  - d. This group includes if/else & switch, they dictate which commands get executed based on some condition being met
36. What is a conditional?
- a. a container that holds a value and allows the value to change or vary
  - b. execution of operations one after another
  - c. executing the same set of instructions a given number of times or until a specified result is obtained
  - d. This group includes if/else & switch, they dictate which commands get executed based on some condition being met
37. In scratch, what is a sprite?
- a. A character or an object that you can control
  - b. The background
  - c. A series of instructions which is ran by the computer
  - d. These scripts allow the sprite to move across the stage
38. In Scratch, this allows scripts to be written so something changes if a sprite is touching something else.
- a. sensing
  - b. blocks
  - c. motion
  - d. costume
39. In Scratch, this is the background.
- a. stage
  - b. sprite
  - c. costume
  - d. script
40. In Scratch, these scripts allow the sprite to move across the stage.
- a. motion
  - b. conditional
  - c. costume
  - d. blocks

41. These hold numerical values and can change depending on what happens. An example would be lives.
- variable
  - costume
  - script
  - block
42. In Scratch, these are used to control the sprite, change the background and to animate / move objects
- Sprite
  - Script
  - Stage
  - Variable
43. The building set of SCRATCH. Allow you to control the whole stage and sprite
- blocks
  - logical operator
  - looping
  - variable
44. What does the following block do?




- make the character spin
  - make the ball bounce
  - start the game
  - add a sprite
45. An algorithm is?
- a set of instructions
  - a motion block
  - a character
  - a loop statement
46. In Scratch, a costume is?
- a different way a sprite looks
  - a motion
  - a code block
  - a sound
47. What does the following script do?



- go up
  - go down
  - go left
  - go right
48. You use \_\_\_\_\_ blocks to program scratch.
- code
  - algorithm
  - sequence
  - memory

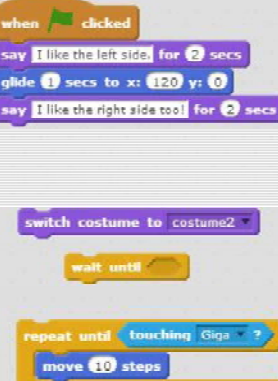
49. Use the following scenario to answer the question



In this project, when the green flag is clicked, the Scratch Cat should say "Meow, meow, meow!" in a speech bubble and as a sound. But the Scratch Cat only makes one "Meow" sound! How do we fix the program?

- a. add a "forever" block around the sound block
- b. change the seconds to 5
- c. add a "repeat \_" block around the sound block
- d. change the costume of the cat

50. Use the following scenario to answer the question.



In this project, when the green flag is clicked, the Scratch Cat should start on the left side of the stage, say something, glide to the right side of the stage, and say something about on the right side. It works the first time the green flag is clicked, but not again. How do we fix the program?

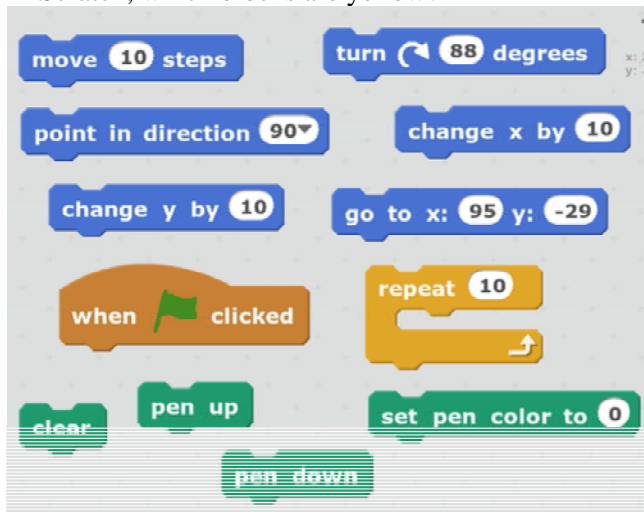
- a. change the event block
- b. add a "forever" block
- c. add a "change costume" block
- d. add a "wait 1 second" block

51. The cat in Scratch, is an example of a ?



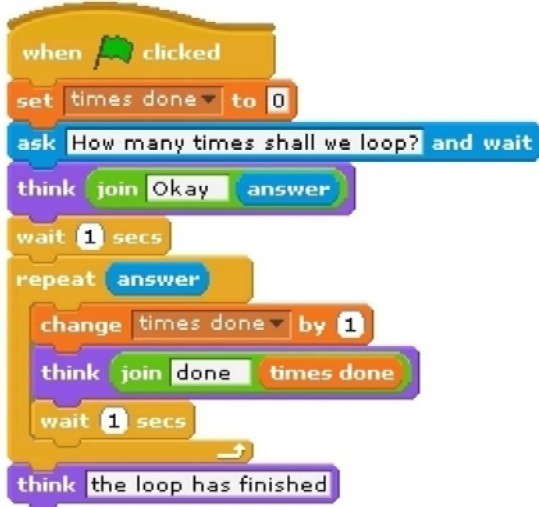
- a. avatar
- b. character
- c. sprite
- d. template

52. In Scratch, which blocks are yellow?



- a. motion
- b. control
- c. sensing
- d. variables

53. In Scratch, which blocks are purple?



- a. sensing
- b. looks
- c. motion
- d. variables