1. What is the primary purpose of using subroutines in programming?

a) To increase the length of the code.
b) To avoid repeating the same code multiple times.
c) To make the code more complex.
d) To reduce the number of variables used in a program.

2. If a subroutine is called multiple times within a program, what happens to the variables defined inside the subroutine?

a) They retain their values from previous calls.
b) They are re-initialized with each call.
c) They become global variables.
d) They cause an error on the second call.

3. Which of the following is a characteristic of a well-designed subroutine?

a) It performs multiple unrelated tasks.
b) It is long and complex.
c) It has a single, well-defined purpose.
d) It modifies global variables extensively.

4. Which of the following statements about recursive subroutines is true?

a) Recursive subroutines cannot have a base case.
b) Recursive subroutines should always have a condition to stop recursion.
c) Recursive subroutines are always more efficient than iterative solutions.
d) Recursive subroutines use less memory than iterative solutions.

5. How can you create a custom block in Scratch?

a) By clicking the green flag.
b) By selecting the "Make a Block" option in the "More Blocks" category.
c) By creating a new sprite.
d) By changing the stage backdrop.