Term: II

Session: 2023-24 Marks 20



Name:	
Date:	

		nswer.			
my blocks	S	ub-routine	debuggin	g Indefinite	errors
. A		is a subse	et of code wi	thin a program.	
		loops wher	e instruction	s repeat without st	opping.
. We can test o	differ	ent parts of tl	he program s	systematically to ide	entify and debug
Tre can test o		o pa. to o. t.	р. од. а с	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	errany ama accas
	•				
. Fixing an erro	or is c	called			
. Sub-routine b	olock	s can be creat	ed from	in th	ne palette.
. Sub-routine b	olock	s can be creat	ed from	in tl	ne palette.
				in th	ne palette.
	algo		oout.	Instruction	ne palette.
	algo	Instruction Start program wher	Step		ne palette.
	Step	orithms are at	Step	Instruction	ne palette.
	Step 0	Instruction Start program wher space key is pressed	Step Out.	Instruction Start "Jump" sub-routine	ne palette.
. Sub-routine b	Step 0	Instruction Start program wher space key is pressed	Step Out.	Instruction Start "Jump" sub-routine Change y position by 50	ne palette.
	Step 0	Instruction Start program wher space key is pressed Say "Oh yeah!" Run "Jump" sub-rou	Step Out. Step Out. Out. Out. Out. Out. Out. Out. Out	Instruction Start "Jump" sub-routine Change y position by 50 Wait for 0.2 seconds	ne palette.
	Step 0	Instruction Start program wher space key is pressed Say "Oh yeah!" Run "Jump" sub-rou	Step Out. Step Out. Out. Out. Out. Out. Out. Out. Out	Instruction Start "Jump" sub-routine Change y position by 50 Wait for 0.2 seconds	ne palette.
	Step 0	Instruction Start program wher space key is pressed Say "Oh yeah!" Run "Jump" sub-rou	Step Out. Step Out. Out. Out. Out. Out. Out. Out. Out	Instruction Start "Jump" sub-routine Change y position by 50 Wait for 0.2 seconds	ne palette.
	Step 0	Instruction Start program wher space key is pressed Say "Oh yeah!" Run "Jump" sub-rou	Step Out. Step Out. Out. Out. Out. Out. Out. Out. Out	Instruction Start "Jump" sub-routine Change y position by 50 Wait for 0.2 seconds	ne palette.
	Step 0	Instruction Start program wher space key is pressed Say "Oh yeah!" Run "Jump" sub-rou	Step Out. Step Out. Out. Out. Out. Out. Out. Out. Out	Instruction Start "Jump" sub-routine Change y position by 50 Wait for 0.2 seconds	ne palette.
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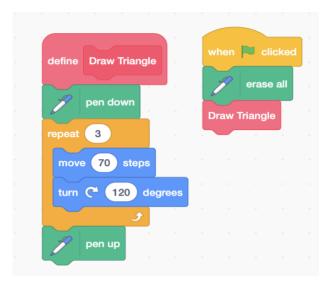
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3) Write an algorithm for the given scratch 3 program.

[6]



Sub-routine "Draw Triangle"

TΩ	draw	Triangl	e Shape
10	uiaw	HIIAHBI	e Shape

Steps	Instruction

Steps	Instruction		

4) State whether the statements are true o	or false.
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[5]

- 1. Sub-routine is a block of code with unique identifiable name. _____
- 2. There are 3 types of definite (repeat) loops. _____
- 3. Sub-routine block can be created from the variable palette. _____
- 4. Sub-routine makes it easier to code, test and debug. _____
- Definite (repeat) loops where instructions repeat a number of times before stopping.