

**1) Choose the correct answer.**

**[5]**

my blocks	Sub-routine	debugging	Indefinite	errors
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1. A \_\_\_\_\_ is a subset of code within a program.
2. \_\_\_\_\_ loops where instructions repeat without stopping.
3. We can test different parts of the program systematically to identify and debug \_\_\_\_\_.
4. Fixing an error is called \_\_\_\_\_.
5. Sub-routine blocks can be created from \_\_\_\_\_ in the palette.

**2) Explain what the algorithms are about.**

**[4]**

Step	Instruction
1	Start program when space key is pressed
2	Say "Oh yeah!"
3	Run "Jump" sub-routine
4	Play pop sound

Step	Instruction
1	Start "Jump" sub-routine
2	Change y position by 50
3	Wait for 0.2 seconds
4	Change y position by -50

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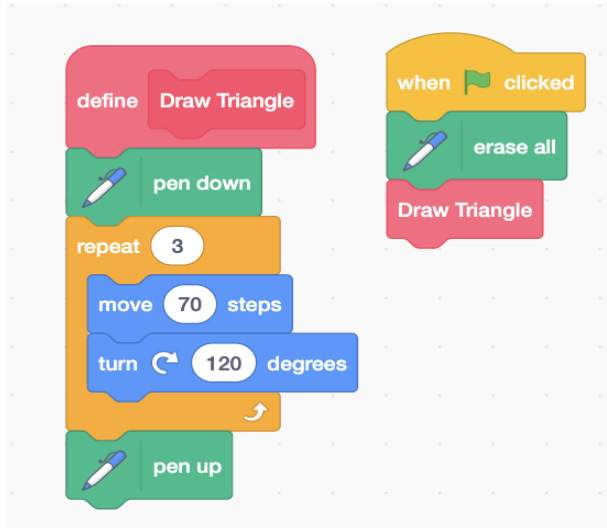
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**3) Write an algorithm for the given scratch 3 program.**

**[6]**



**Sub-routine “Draw Triangle”**

**To draw Triangle Shape**

Steps	Instruction

Steps	Instruction

**4) State whether the statements are true or false.**

**[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. \_\_\_\_\_
5. Definite (repeat) loops where instructions repeat a number of times before stopping. \_\_\_\_\_