



# Indian School Al Wadi Al Kabir

## Mid Term Examination COMPUTER SCIENCE

Class : IX

Date : 15-09-2022

Time: 1 Hour

Max. Marks : 25

General Instructions: All Questions are compulsory.

### SECTION A


#### I FILL IN THE BLANKS:

(10 X ½ =5 marks)

1. To program a sprite we drag out code blocks to .....
2. ....and.....blocks are also called stack block
3. ....helps in drawing your own costume for sprite.
4. An.....script is one that automatically executes when a specified event occurs.
5. The .....provides a convenient way to start many script at the same time.
6. The ..... displays names and thumbnails for all the sprites in your project.
7. ....is the file extension for scratch2.0 files.
8. The wait block is present in the ..... Palette
9. Reporter blocks are also called.....
10. ... ..and .....options help to enlarge and shrink the sprite.

#### II STATE WHETHER TRUE OR FALSE:

(8 X ½ =4 marks)

1. The script area displays thumbnails of all of the sprites in the project.
2. **Move(10) steps** block is used to move the sprite forward and backward.
3. Clicking anywhere on a script, complete or partial, runs the entire script, from top to bottom in scratch
4. Trigger blocks do not connect events to scripts.
5. Scratch2.0 has 13 palettes (categories) in the script tab
6. When you drag a block around the Scripts Area, a white highlight indicates where you can drop that block to form a valid connection with another block.
7. The stage is 480 steps wide and 360 steps tall
8.  ----this block is used to move the sprite up and down by a number of steps

## SECTION B


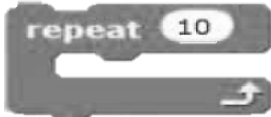


### III DEFINE THE FOLLOWING:

(4 x 1 =4 marks)

1. Green Flag      2. Stage      3. Sprite      4. Script Area

### IV Write the use of the following blocks:

(4 X 1 = 4marks)

<p>1) if on edge ,bounce block</p> 	<p>2) </p> <p>Repeat (10) block</p>
<p>3) When green flag clicked block</p> 	<p>4) Wait (1) sec block</p> 

### V ANSWER THE FOLLOWING (short answer type questions)

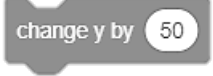
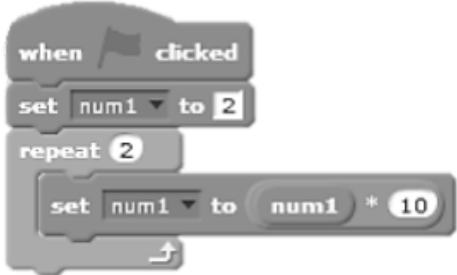

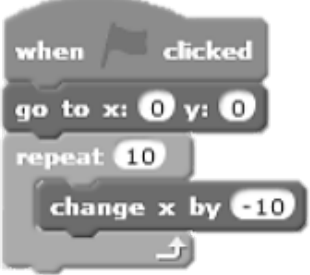
(6 X 1 =6 marks)

1. Name the different types of operators in scratch.
2. What is the task of Presentation mode button?
3. Define a Stack block.
4. How to generate random numbers in scratch ?
5. Define a Hat block.
6. What is the use of *forever* block ?

## SECTION C

### VI PREDICT THE OUTPUT:

(4 X ½ =2 marks)

<p>1. </p>	<p>2. </p>
<p>3. </p>	<p>4. </p>