

## **WORKSHEET 2**



Name:	Roll No:
Class: Section:	Date:

## **ADVANCED BLOCKS IN SCRATCH**

**Chapter-7** 

- 1. I am a logical operator which gives the result true only if the two expressions are true.
- 2. I store the input given by the user.
- 3. I help the selected sprite to detect the presence of other sprites.

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## C. Answer the following questions:

- 1. What is looping?
- 2. Write the use of operator blocks.
- 3. Name two conditional statements.
- 4. How many relational operators are there in scratch?

## C. Write 'T' for true and 'F' for false.

- 1. Escape block is used to hide the sprite from the stage.
- 2. The 'if' statement has three variants.
- 3. In Scratch, the variables can be created using Data blocks.