

Worksheet

2

Name:

Roll No: Class: Section:

Date:

USING MAKECODE ARCADE

Chapter-6

A. Fill in the blanks.

1. blocks add conditional logic to games.
2. perform mathematical operations in code.
3. Use blocks for sprite creation and definition.
4. blocks change background images and colors.
5. blocks generate text strings and dialogue.
6. Use blocks to create custom functions.

B. Answer the following questions:

1. How do loop blocks help in programming games?

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2. What do variables allow in game programming?

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3. What do advanced blocks provide in MakeCode?

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4. Where are custom functions defined in MakeCode?

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5. How can you debug code in MakeCode Arcade?

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6. What do text blocks allow you to generate?

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7. How can you download a MakeCode Arcade game?

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