

Worksheet

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Name:

Roll No: Class: Section:

Date:

ADVANCED MAKECODE ARCADE

Chapter-5

A. Answer the following questions:

1. What is an exit criteria in a loop?

.....

2. What are the benefits of using sequences in code?

.....

3. What is a bug?

.....

4. Give two examples of collections.

.....

5. What do game blocks allow controlling in MakeCode?

.....

B. Match the following:

1. Modulus

a. +=

2. Simple assignment operator

b. /=

3. Add AND assignment operator

c. %=

4. Divide AND assignment operator

d. *=

5. Modulus AND assignment operator

e. %

6. Multiply AND assignment operator

f. =

C. Write the description of the following operations:

1. Addition -

2. Increment -

3. Decrement -

4. Multiplication -