

Worksheet

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Name:

Roll No: Class: Section:

Date:

MORE ON MAKECODE ARCADE

Chapter-5

A. Tick (✓) the correct option.

1. What does the 'continue' statement do?

a. Starts a loop <input type="checkbox"/>	b. Ends a loop <input type="checkbox"/>
c. Skips to next iteration <input type="checkbox"/>	d. Restarts a loop <input type="checkbox"/>

2. Where are custom functions defined in MakeCode?

a. Math blocks <input type="checkbox"/>	b. Loop blocks <input type="checkbox"/>
c. Advanced blocks <input type="checkbox"/>	d. Logic blocks <input type="checkbox"/>

3. What do text blocks allow generating?

a. Images <input type="checkbox"/>	b. Dialogue <input type="checkbox"/>
c. Scores <input type="checkbox"/>	d. Levels <input type="checkbox"/>

4. Which blocks help debug code in MakeCode?

a. Variable blocks <input type="checkbox"/>	b. Extension blocks <input type="checkbox"/>
c. Console blocks <input type="checkbox"/>	d. Info blocks <input type="checkbox"/>

B. Fill in the blanks using the hints given below.

Hints: Game blocks, Else, Loops, Continue

1. pauses the current loop iteration and moves to the next one.
2. Complex algorithms use to reduce repetitive steps.
3. helps manage game timelines and win/lose conditions.
4. The clause executes when an 'if' condition is false.

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

1. Nested loops have multiple layers of loops.
2. Variables hold fixed values that cannot change.
3. Data types restrict what values a variable can store.
4. The while loop runs indefinitely without an exit criteria.

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