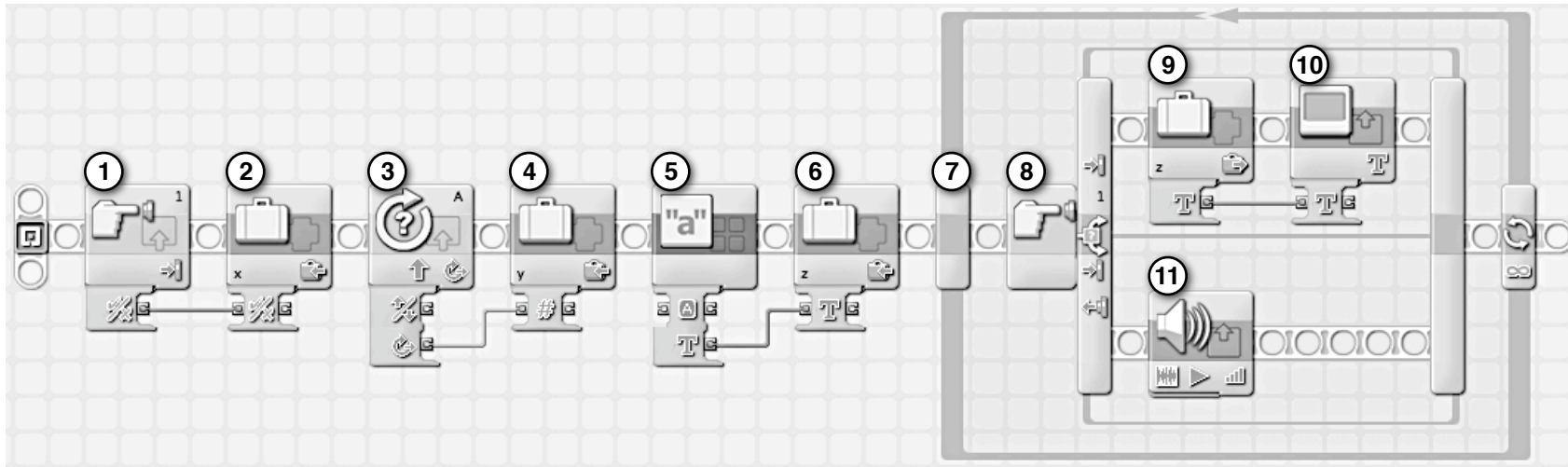


# BUILD IT

## Programming Assessment

### Part 1

Consider the following NXT program. (Assume that there are no errors in the program.)



On your answer sheet, carefully fill in the bubble that best answers each question.

1. Which part is a loop?

- (A) Icon 2
- (B) Icon 3
- (C) Icon 7
- (D) Icon 8

2. Which part is a switch?

- (A) Icon 2
- (B) Icon 3
- (C) Icon 7
- (D) Icon 8

3. Which part is a variable?

- (A) Icon 2
- (B) Icon 3
- (C) Icon 7
- (D) Icon 8

4. Which part stores text data for later use?

- (A) Icon 2
- (B) Icon 4
- (C) Icon 6
- (D) Icon 8

5. Which part contains logic data for later use?

- (A) Icon 2
- (B) Icon 4
- (C) Icon 6
- (D) Icon 8

6. What does the program do?

- (A) Reads a **touch sensor** to determine whether to display text or play a sound
- (B) Reads a **rotation sensor** to determine whether to display text or play a sound
- (C) Runs a motor
- (D) Nothing

## Part 2

Consider the following non-NXT program. (Assume that there are no errors in the program.)

```
Line   Code
1       x = 1
2       y = "Hello World!"
3       z = true
4       while x < 20:
5         {
6           x = x + 1
7           if x > 15 then:
8             print y
9           else:
10            print x
11        }
```

On your answer sheet, carefully fill in the bubble that best answers each question.

7. Which part is a loop?

- (A) Line 3
- (B) Lines 4 - 11
- (C) Lines 7 - 10
- (D) Line 9

8. Which part is a switch?

- (A) Line 3
- (B) Lines 4 - 11
- (C) Lines 7 - 10
- (D) Line 9

9. Which part sets a variable?

- (A) Line 3
- (B) Line 4
- (C) Line 7
- (D) Line 9

10. Which part contains text data?

- (A) Line 1
- (B) Line 2
- (C) Line 3
- (D) Line 9

11. Which part contains logic data?

- (A) Line 1
- (B) Line 2
- (C) Line 3
- (D) Line 9

12. What does the program do?

- (A) Displays "**Hello World!**" and then ends
- (B) Displays "**Hello World!**" more than 10 times and then displays the value of **x** only a few times
- (C) Displays the value of **x** more than 10 times and then displays "**Hello World!**" only a few times
- (D) Nothing