Summative assessment answers

## Programming – Mobile app development

Q1. What is the purpose of decomposing a programming project?

**A. To break down the problem into smaller parts that are more manageable and easier to understand**

B. It is used to test your system at the end of the project

C. To split the problem into two parts

D. To make a hand-drawn design for the solution to the problem before you start writing code

Q2. Which **one** of the following success criteria would **not** be suitable?

A. User screen must have a button to move to the next screen

B. Must allow the user to input their name

**C. App must be easy to use**

D. App must have a score screen

Q3. Which of the following would define an event?

A. A sequence of code that is executed when an application is opened

B. When a sequence of code is executed more than once

C. When an expression evaluates as true

**D. An action that triggers a sequence of code to be executed**

Q4. Looking at the code below, what triggers the event?



A. When the variable startbutton is initialised

**B. When an object named** startbutton **is clicked**

C. When the Game screen opens

D. When any item on the Game screen is clicked

Q5. Looking at the code below, what happens **after** the confirm\_button has been clicked



A. The user is prompted to enter text into the input box

B. A data entry box will appear

C. Nothing, as the variable name hasn’t been declared beforehand

**D. The text entered by the user into the input box is collected and linked to the** name **variable**

Q6. There is an app that has two screens, home\_screen and game\_screen. On the home screen are two buttons. What sequence should the two events below be placed in?

| 1. |  |
| --- | --- |
| 2. |  |

**A. The sequence of each onEvent is unimportant, as the flow of the program is controlled by when the events are triggered**

B. 1 then 2

C. 2 then 1

Q7. What will happen after the play\_game\_button is clicked?



A. The game\_screen will appear and wait for the play\_game\_button to be clicked before moving to the end\_screen

**B. The game\_screen will appear and will automatically move to the end\_screen after five seconds**

C. The game\_screen will appear and will automatically move to the end\_screen after 50 seconds

D. A countdown timer will appear before moving to the end\_screen

Q8. A currency converter app converts pounds to Australian dollars.

If ‘5’ was entered into pounds\_text\_entry, what would appear in the australian\_label when the Convert\_Button is clicked?



A. 5

B. 2

**C. 10**

D. 20

Q9. What will happen when this code is executed?



**A. The app will set the screen to** game\_screen

B. The message\_label will display the message “Sorry, you are not old enough to play this game”

C. Nothing

D. The user enters their age

Q10. Which of the following options is a reason for using the console.log() function?



A. It is used to write a message to a text label

**B. It writes a message to the console to help spot and fix errors with your program**

C. It logs any message entered by the user

D. It logs all clicks by the user

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