

Chapter 3 - Think like Coders

Month - July

Class - VI Std

Answer the following Question.

1. Write pseudocode for the following:

a) To find out if a number is divisible by 2 or not.

b) To find out if a student has passed or failed.

Ans. Pseudo Code :

(a)

START

INPUT Number

IF Number MOD 2 = 0 THEN

PRINT "Divisible by 2"

ELSE

PRINT "Not Divisible by 2"

END IF

STOP

(b) START

INPUT Marks

IF Marks ≥ 35 THEN

PRINT "Passed"

ELSE

PRINT "Failed"

END IF

STOP

3) What are Programming languages?
Give Examples of programming languages.

Ans) A Programming language is a special language designed to instruct a computer. Some examples of programming languages are

- 1) Python
- 2) Perl
- 3) Php
- 4) Swift
- 5) Java
- 6) HTML
- 7) Ruby
- 8) CSS

4) What do you mean by Sprite blocks in the Block Coding platform?

Ans) Sprites are used to Create and manipulate sprites. In a game Sprites are the Various Characters and can be of different types like player, food, enemy etc.

5) Define role of Controller in Makecode Arcade Coding platform?

Ans) Controller blocks are used to detect various inputs, and to respond to them. They enable us to create games that can be played with a variety of controllers like keyboard, and touchscreens.

Competency based questions.

1. You are planning a road trip. You want to find the shortest route to visit three tourist spots. What type of thinking should you apply to minimize travel time?

ans) Algorithmic thinking.

2. You are designing a new app. You need to list the steps to display products, get customer details and process payments. What is this called?

ans) Creating an algorithm.

3. An app checks if a user's purchase amount is above £1000 and shows whether they are eligible for a discount or not - What is this step by step representation called?

ans) Flowchart.