INDIAN SCHOOL AL WADI AL KABIR

Class: IX	DEPARTMENT OF COMPUTER SCIENCE	Date of submission:
Topic: Different scratch blocks ,arithmetic operators and mathematical Functions		**Worksheet4**

SECTION- A

Fill in the blanks :

1. ………………..is an example of Command Block.

2. ……………………is an example of trigger block

3. Function blocks are also called……………………

4. The blocks used to perform arithmetic operators are called……………

5. ………………and…………………blocks are also called stack block.

6. There are …………number of mathematical function in scratch.

State whether True or False

1. The outputs of pick random 0 to 1 and pick random 0 to 1.0 are same

2. There are 14 mathematical function in scratch.

3. Function blocks (also called reporters) don't have notches or bumps.

4. Trigger blocks do not connect events to scripts

5. *'When green flag clicked'* block will run when the user clicks on sprite

Answer the following Questions

1) Define the following

   a) Stack block

   b) Hat block

   c) Reporters

2) How to generate random numbers in scratch.

3) Explain any two mathematical function in scratch.

4) Write the scratch program blocks to find the Area and perimeter of a square.

5) Write the scratch program blocks to find the sum of two numbers .

6) Use the say command and the appropriate blocks from the Operators palette to calculate the following:

   a. The square root of 32

   b. The sine of 30°

   c. The cosine of 60°

   d. The result of rounding 99.459