



## Computer Programming - Scratch Assessment 1

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You must work these assessments without using any help sheets or accessing programs you have written. The purpose of these is to show you, any your teacher that you are confident in the various aspects of programming so far. If you are unable to do any of the exercises, that's fine! It simply means that you have to revise the us-

### Variables

1. Write a program which asks a user to input their first name, today's day (e.g. Tuesday) and the weather (e.g. raining, dry, sunny etc.) It must assign each of these inputs to a different variable which is appropriately named. It then displays the variables using the *say* command block.
2. Write a program which generates three random numbers and assigns each of them to a different variable. The variables should be named appropriately. The program also asks for your first name and second name and assigns both of these to different variables. The program then display all five variables using the *say* command.

### If

1. Write a program which generates two random numbers. It then tests to see if the first random number is bigger than the other. If it is, it displays the first random number and says it is the largest. If it not the largest, it displays the number and says that it is the smaller of the two numbers. Clue : Use the > Operator
2. Write a program which inputs two numbers. If both numbers added together are less than 5 it displays the word *small*. If both numbers added together are more than 5, it displays the word *large*. Use the If-else command block.

### AND

1. Write a program which asks the user to input two numbers between 1 and 9. Assign these to two variables. Test the variables to see if they were indeed between 1 and 9 (use the AND command block) and display the words Thank you. If they were not between 1 and 9, display the words, Try again (use the if-else command block).
2. Write a program which prompts a user to answer two questions. Question 1 is Do you want to continue adding? Question 2 is Please enter two numbers. Use the AND command block to test if Yes was entered to the first number, and that two numbers were indeed entered for Q2. If both conditions were met, do the calculation and display the answer. If they were not, say Try Again!

### General

1. Write a program which tells the user that the program is going to generate two random numbers between 1 and any maximum number they enter (twice). Having entered the first number, display the number and ask the user if that was really the number they wanted. Test for yes or no. If yes, do it again for the second number. If no, go back and ask them to re input a number. Once you have tested that both numbers were what was required, add the two random numbers together and display the total.