

**Quiz**

**Game Programming and Design Module:**

**Instructional Session(s): 1: (Game Programming and Scratch)**

Name: \_\_\_\_\_

Instructions: Match the following terms on the left to their definition on the right.

<b>1. Binary</b>	A program that can be used to create, run and debug other programs. (Integrated Development Environment)
<b>2. Syntax</b>	A collection of blocks (instructions) that can be started and stopped, and that reside within a Sprite.
<b>3. Semantics</b>	A pattern, type, model or "way of doing".
<b>4. Variable</b>	This paradigm views a program as a 'smart list' of instructions.
<b>5. Function</b>	The smallest instructional unit in the Scratch world. These units are put together to make Scripts.
<b>6. Library</b>	Within the Imperative programming paradigm, this refers to the order in which the code will be read and processed.
<b>7. Program</b>	This paradigm views a program as a collection of interacting objects, each of which has its own properties and function.
<b>8. IDE</b>	Refers to the meaning of words that are included in a language.
<b>9. Green Flag</b>	A sequence of instructions written to perform a specified task on a computer. Can be created in a variety of different paradigms.
<b>10. Blocks</b>	A collection of code that can be reused and referred to by a name.
<b>11. Scripts</b>	This paradigm allows sections of code (functions, procedures) to be called by other sections of code. [making phone calls]
<b>12. Paradigm</b>	A word or symbol (letter) that's meaning or value can be changed.
<b>13. Imperative Programming</b>	Within the Imperative programming paradigm, this refers to the ability of a program to repeat instructions when desired, usually with a 'while' loop.
<b>14. Sequence</b>	This number system which uses only 0 and 1 is the primary language used by all modern computers.
<b>15. Selection</b>	Refers to a two-dimensional pre-rendered figure as well as the objects with the Scratch application that contain Scripts.
<b>16. Repetition</b>	Refers to the rules of grammar, word order and punctuation that must be used by a language.
<b>17. Procedural Programming</b>	Within the Imperative programming paradigm, this refers to the ability for a program to make a choice, usually with an 'if' statement.
<b>18. Object-Oriented Programming</b>	The facts about an object or sprite.
<b>19. Properties</b>	A collection of functions and variables.
<b>20. Sprites</b>	This button is used to start a Scratch program; specifically it causes all blocks with the same symbol at the top to run.