

## EXERCISES

Made with KINEMASTER

### Objective Type Questions

**A** Fill in the blanks with the correct words.

1. The *ask* command is used to display an input dialog box.
2. The *Pen up* command is used to move the turtle to any part of the screen without drawing a line.
3. The *repeat* command is used to avoid the repetition of commands in programming code.
4. The wait command takes input in *seconds*.
5. The containers that contain text are called *strings*.

## EXERCISES

Made with KINEMASTER

### **B** True and False

1. The containers that contain numbers are called variables. (True)
2. The pendown command is used only after the penup command (True)
3. The wait 1 command makes the turtle wait for one second after each step. (True).
4. The container's name is preceded by the character "@" (False)
5. A polygon is a flat, closed shape with at least three sides and three angles. (True)

## EXERCISES

Made with KINEMASTER

### **C** Choose the correct option

1. The command used to draw a rectnagle is

(a) repeat 3 { fw 100 tr 120 }

(b) repeat 4 { fw 100 tr 60 }

(c) repeat 2 { fw 80 tr 90 fw 120 tr 90 }

(d) repeat 6 { fw 100 tr 60 }

2. The command used to display a message box.

(a) ask

(b) message

(c) msg

(d) reset



## EXERCISES

Made with KINEMASTER

3. The pendown command is used only after the *penup* command.

- (a) reset      (b) penup      (c) repeat      (d) wait

4. If you want to see the turtle actually drawing on the canvas, use the *pendown* command.

- (a) repeat      (b) wait      (c) penup      (d) pendown

5. The *repeat* command reduces the number of lines of command you need to write in order to draw on the canvas.

- (a) penup      (b) pendown      (c) repeat      (d) message

## EXERCISES

Made with KINEMASTER

**A** ▶ Answer the following.

1. What are the two types of containers ?

Ans. : The two types of containers are :-

(1) Variables

(2) Strings

2. Write a command to draw a hexagon of each side measuring 100 steps using the repeat command.

Ans. : repeat 6 { fw 100 tr 60 } to draw a hexagon.



## EXERCISES

Made with KINEMASTER

3. Which command is used to display the result

a) on the canvas

b) in the message box ?

Ans. : a) The print command is used to display the result on the canvas.

b) The message command is used to display the result in the message box.

4. Which command is used to take an input from the use? Write its format.

Ans. : The ask command is used to take an input from the user.

`$n = ask "message"`

## EXERCISES

Made with KINEMASTER

5. Which command is used to make the turtle stop for some time?  
Write its format.

Ans.: The wait command is used to make the turtle stop for some time.

wait x (No. of second).