Unit 2 Vocabulary Test

Firia Labs Vocabulary from CodeX Mission 6, Mission 7 and Mission 8

* Indicates required question

1. Student Name *

_____

Select the best computer science definition for each vocabulary word.

2. LOOP *   1 point

Mark only one oval.

◯ A series of instructions that runs one line at a time

◯ Decision points in code

◯ Repeats a block of code, subject to a condition

◯ An expression that evaluates to True or False

3. CONDITION *   1 point

Mark only one oval.

◯ A series of instructions that runs one line at a time

◯ Decision points in code

◯ Repeats a block of code, subject to a condition

◯ An expression that evaluates to True or False

4.   WHILE LOOP *   1 point

Mark only one oval.

◯ A loop that never ends because the condition is always True

◯ Repeats a block of indented code as long as the condition is True

◯ Executes a block of code, subject to a condition

◯ An expression that evaluates to True or False

5.   INFINITE LOOP *   1 point

Mark only one oval.

◯ A loop that never ends because the condition is always True

◯ Repeats a block of indented code as long as the condition is True

◯ Executes a block of code, subject to a condition

◯ An expression that evaluates to True or False

6.   FLOAT *   1 point

Mark only one oval.

◯ An integer number

◯ A decimal number

◯ Some text

◯ Something that is True or False

7.   INCREMENT *   1 point

Mark only one oval.

◯ Assigning a value to a variable

◯ Causing an error in code

◯ Increasing the value of a variable by a set amount

◯ Decreasing the value of a variable by a set amount

8.   DECREMENT *   1 point

Mark only one oval.

◯ Assigning a value to a variable

◯ Causing an error in code

◯ Increasing the value of a variable by a set amount

◯ Decreasing the value of a variable by a set amount

9.   LIST *   1 point

Mark only one oval.

◯ A number that keeps track of what item should be displayed

◯ An individual element or value

◯ A sequence of elements you can access with an index

◯ A built-in function that gets a random number

10.   INDEX *   1 point

Mark only one oval.

◯ A number that keeps track of what item should be displayed

◯ An individual element or value

◯ A sequence of elements you can access with an index

◯ A built-in function that gets a random number

11.   ITEM *   1 point

Mark only one oval.

◯ A number that keeps track of what item should be displayed

◯ An individual element or value

◯ A sequence of elements you can access with an index

◯ A built-in function that gets a random number

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