

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

Date: \_\_\_\_\_

## Grade Six Computers: BASIC Computer Programming Unit Test

Answer the following questions in the space provided. If you need more room, use a separate sheet of paper and number your answers accordingly.

1. What are the two main types of variables used in BASIC? Give an example for each one. (4 marks)

---

---

---

---

2. Show what the output will be for the following code: (2 marks)

```
a=173  
b=241  
print "Benjamin's running number is ";b
```

---

3. What is the purpose for the *input* command? Write a line (or two) to demonstrate its use. (2 marks)

---

---

---

---

4. Write the symbols used in BASIC for the following mathematical operators: (4 marks)

- a. \_\_\_\_\_ addition  
b. \_\_\_\_\_ subtraction  
c. \_\_\_\_\_ multiplication  
d. \_\_\_\_\_ division

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

Date: \_\_\_\_\_

5. What is the command or function used to create a random number in BASIC? (1 mark)

---

6. Write the output for the following code: (1 mark)

```
x=123.45678
y=int(x)
print y
```

---

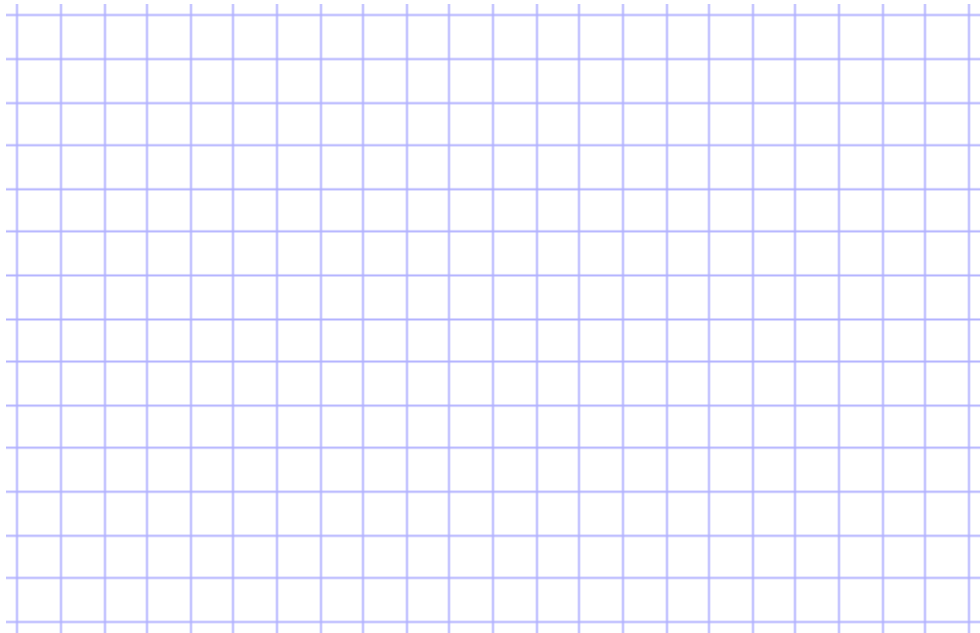
7. Study the following code:

```
passcode=1492
secretcode=1942
print "please enter the secret code:"
input secret
if secret=passcode then print "You are ready to begin!" else print "Access DENIED!"
```

If the user enters the number 1942, write the final output of the program. (2 marks)

---

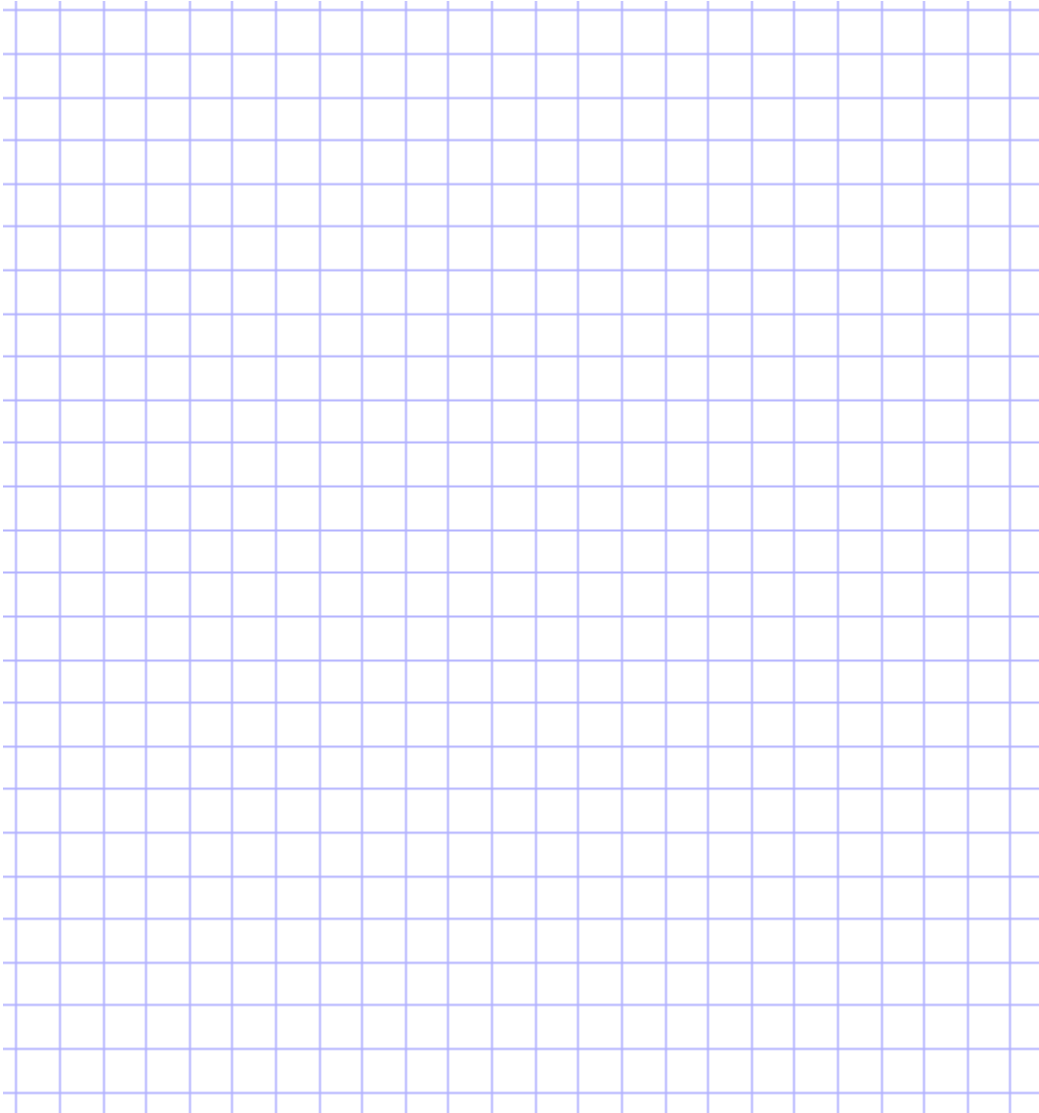
8. Using 10 or less lines of code, write a program that will display the message, "*Mr. Fuller likes Werther's Original!*" 25 times. (4 marks)



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

Date: \_\_\_\_\_

9. Write a code that will:
  - a. ask for the user's name (1 mark)
  - b. assign a random number to two separate variables (2 marks)
  - c. display an addition question using the two random numbers (1 mark)
  - d. have the user answer the question (1 mark)
  - e. display a message telling the user if he/she gave the correct or incorrect answer (2 marks)

A large grid of blue lines for writing code, consisting of 20 columns and 25 rows of squares.

10. **Bonus:** On a separate sheet of paper or on the back of this sheet, write an algorithm or code that will determine if a number entered by a user is odd or even. (3 marks).