

ST. ANDREWS SCOTS SR. SEC. SCHOOL
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Session: 2025 - 26

Class: VI

Subject: Computer

Topic: Ch 6 Answer key

- A. Tick the correct option
1. (iii) To place a sprite or element at specific X and Y coordinates on the screen
 2. (i) Block based coding
 3. (ii) Color palette
 4. (iii) Fills a selected area or shape with color or pattern.
 5. (iii) A fault in a program that generates incorrect output.
 6. (ii) A block of code that get executed in response to a specific event.

- B. Fill in the blanks

1. Pseudocode
2. Dictionary
3. Say
4. MakeCode Arcade
5. Event handler

- C. True/False

1. True
2. False
3. True
4. False
5. True

- D. Answer the following

Ans 1: The block tool box is your source for all the necessary code elements to create your game. These elements are neatly categorised in drawers based on their functions and methods.

Ans 2: The full form of IDE is Integrated Development Environment.

Ans 3: Pseudocode is used to describe the steps of an algorithm in a human-understandable language. It has no syntax and can be easily understand by a layman.

Ans 4: A splash block in MakeCode displays a message on the screen for a specified duration. Splash block will get execute when you click on ‘start the simulator’ button. In this ‘start the simulator’ button is an event handler.

Ans 5: A bug is an unexpected problem in your program. You follow a defined sequence to write a program, from which you expect to return a specific output. Any change in the expected and actual output of the program is said to be the result of a bug.

Ans 6: The pause block in MakeCode temporarily stops program execution for a specified duration in milliseconds, allowing for timed delays between actions.

TECH TWISTER

1. Pencil
2. Eraser
3. Rectangle
4. Fill
5. Circle
6. Lines

