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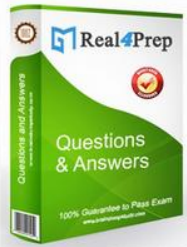
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Latest Real Exam Prep Dumps for IT Exam Preparation

**Exam** : **98-380**

**Title** : Introduction to Programming  
Using Block-Based Languages  
(Touch Develop)

**Vendor** : Microsoft

**Version** : DEMO

**NO.1 HOTSPOT**

A coin minting agency hires you to find the oldest known minted pennies. The agency has a coin machine.

You need to create the algorithm to identify the oldest minted year of the pennies inserted into the machine.

How should you complete the algorithm? To answer, select the appropriate options in the answer area.

NOTE: Each correct selection is worth one point.

**Answer Area**

SET MinDate TO

DO  
FOR  
WHILE

SET Penny TO GET the next penny

IF the year on the penny  MinDate THEN

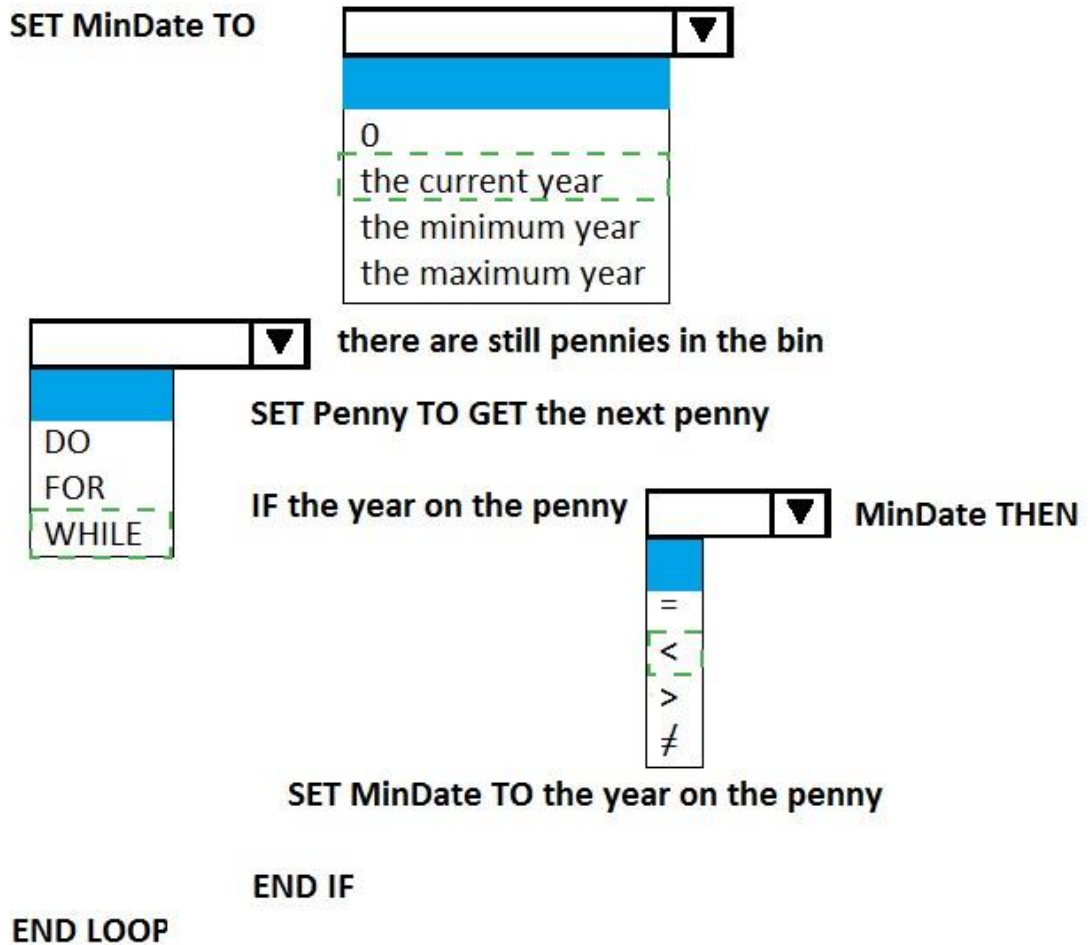
SET MinDate TO the year on the penny

END IF

END LOOP

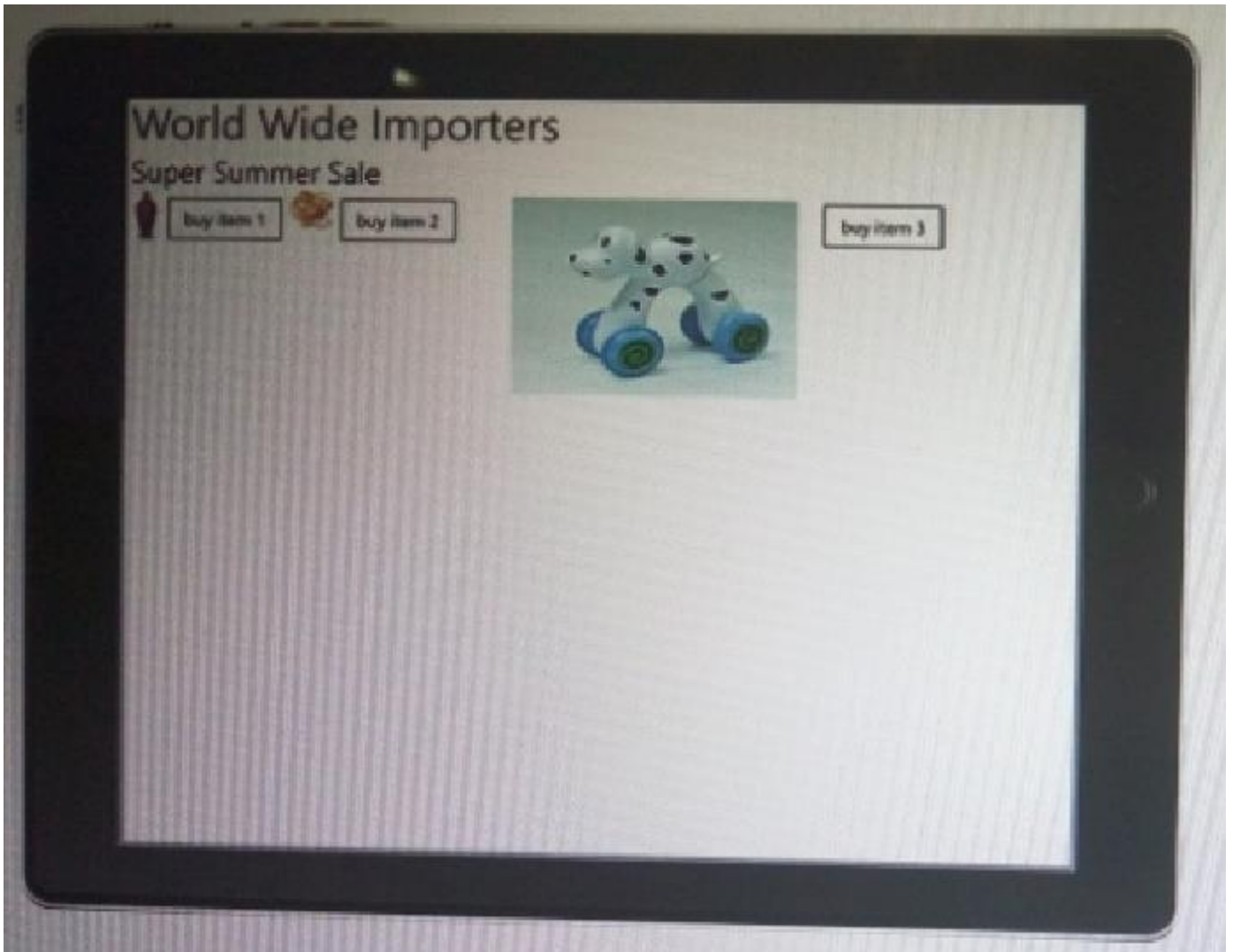
**Answer:**

**Answer Area**



**NO.2 HOTSPOT**

World Wide Importers launched a mobile app three months ago in an effort to boost sales. Since its launch, the app has not had the expected market acceptance. People have downloaded the app, but no one seems to be using it and sales have not increased. A following screenshot is an example of the app's user interface.



The company contacted several of its loyal customers to give them feedback on the app. You have been asked to make recommendations for improving the app based on the customer feedback.

Use the drop-down menus to select the answer choice that answer each questions based on the information presented in the graphic.

**Answer Area**

Customer feedback states that the page seems very cluttered.  ▼

Comments from customers indicate that it is difficult to determine which button to choose for each item.  ▼

**Answer:**

**Answer Area**

Customer feedback states that the page seems very cluttered.  ▼

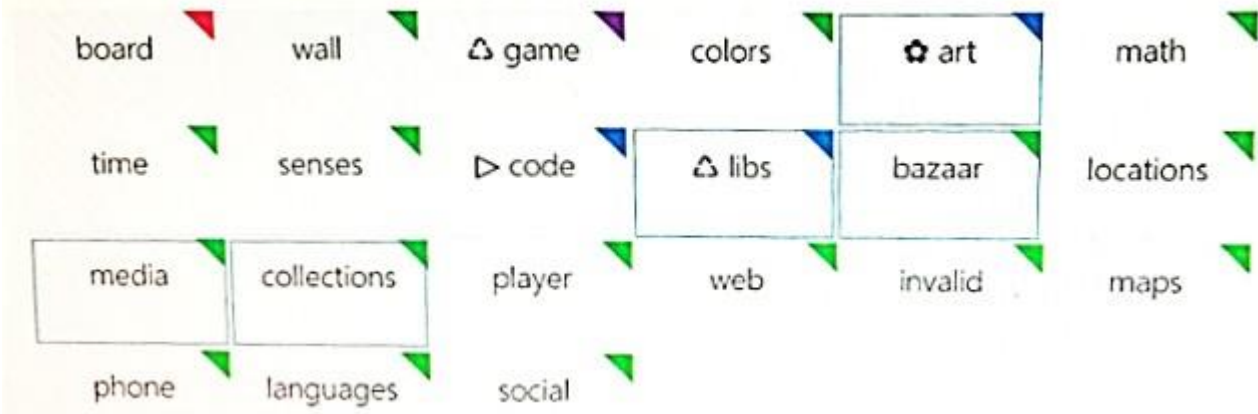
Comments from customers indicate that it is difficult to determine which button to choose for each item.  ▼

**NO.3 HOTSPOT**

You want to allow a user to choose a picture from his or her device.

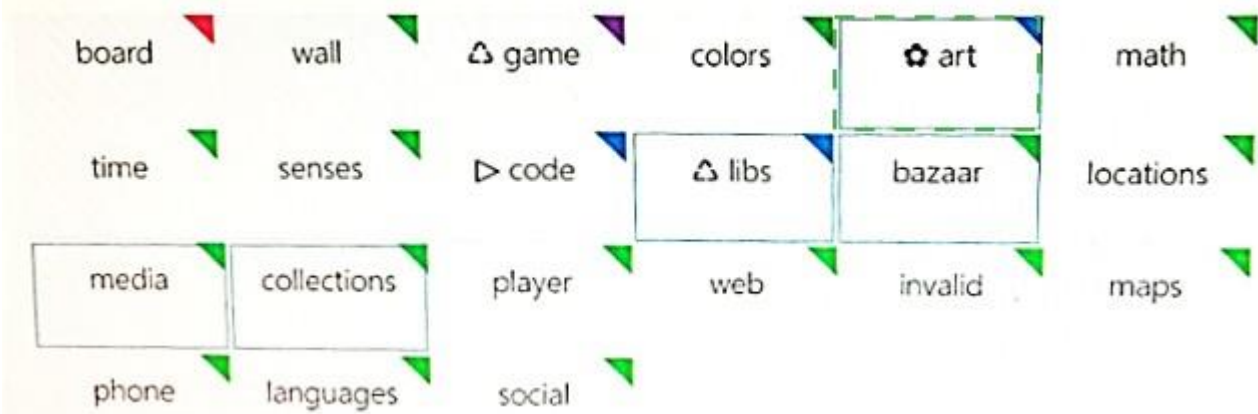
Which library includes a function that will accomplish this goal? To answer, select the appropriate library in the answer area.

Answer Area



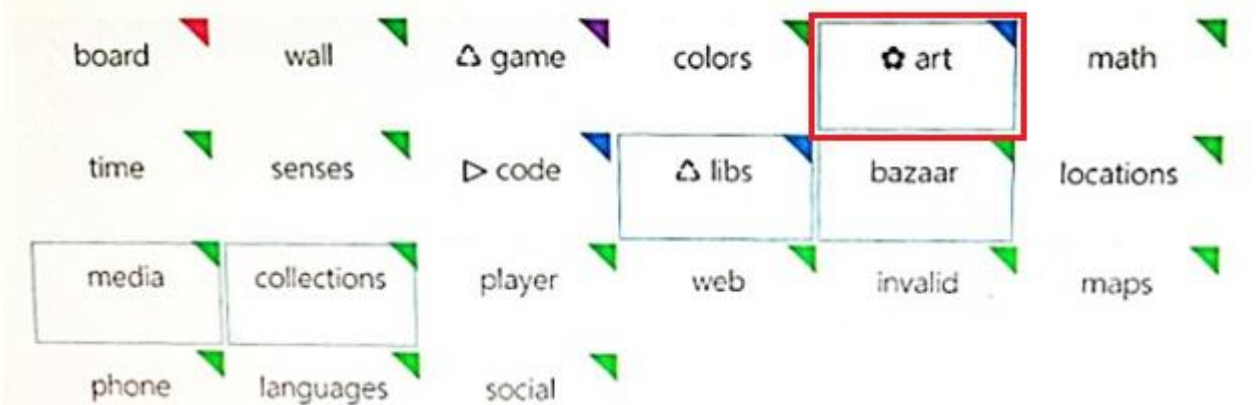
**Answer:**

Answer Area



Explanation:

Answer Area



References: <https://www.touchdevelop.com/docs/how-to-search>

**NO.4 HOTSPOT**

You are creating a game for AdventureWorks.

You write the following code:

```
var board := △ game → start
```

```
△ game → splash("Get Ready!")
```

```
△ game → bounce on sides
```

```
var monster := △ game → create sprite(★ monster)
```

```
monster → acceleration x := 50
```

When you test the code, the monster moves across the screen horizontally. You want the monster to bounce up and down in the center of the screen.

How should you correct the code? To answer, select the appropriate code segments in the answer area.

### Answer Area

```
var board := △ game → start
```

```
△ game → splash("Get Ready!")
```

- game --> bounce on sides
- game --> bounce
- monster --> bounce
- monster --> bounce on sides

```
var monster := △ game → create sprite(★ monster)
```

- monster --> acceleration x = 50
- monster --> acceleration y = 50
- monster --> set angle = 90

**Answer:**

**Answer Area**

```
var board := ⚡ game → start
```

```
⚡ game → splash("Get Ready!")
```

 ▼

- game --> bounce on sides
- game --> bounce
- monster --> bounce
- monster --> bounce on sides

```
var monster := ⚡ game → create sprite(👾 monster)
```

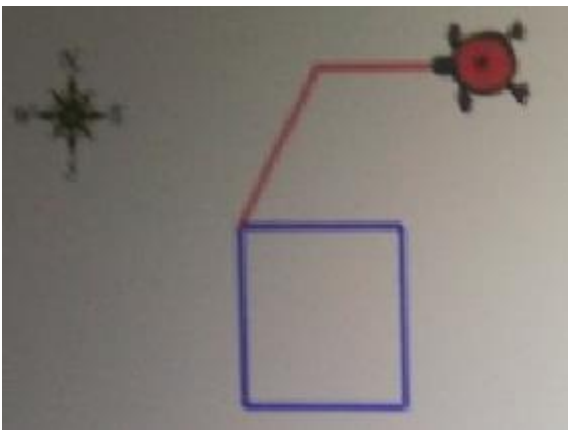
 ▼

- monster --> acceleration x = 50
- monster --> acceleration y = 50
- monster --> set angle = 90

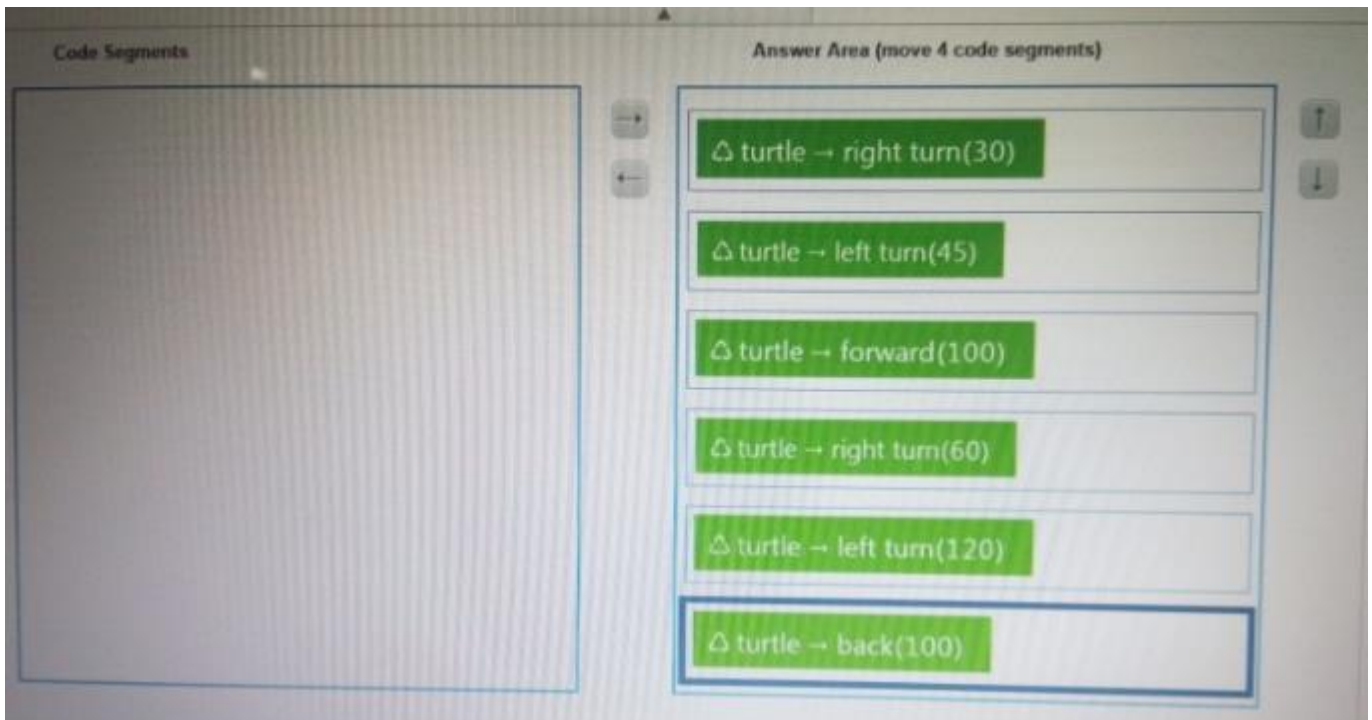
**NO.5 DRAG DROP**

You are creating a drawing app that uses the Touch Develop turtle object. You have written the code to draw a blue square and change the pen color to red. The turtle is positioned at the top left corner of the square, facing north.

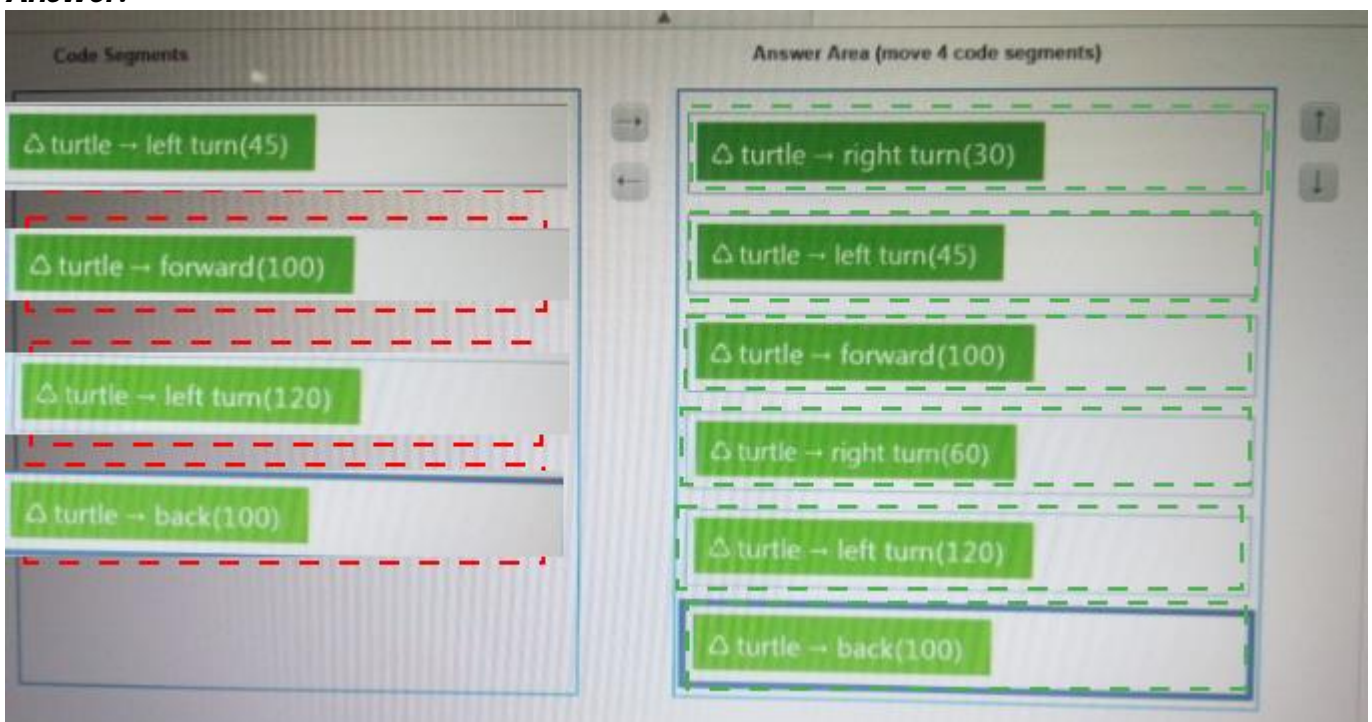
You need to draw the red lines shown in the following graphic.



Which four code segments should you use? To answer, move the appropriate code segments from the list of code segments to the answer area and arrange them in the correct order.



**Answer:**



**NO.6 DRAG DROP**

Southridge Video is computerizing its inventory procedures. You are creating a computer program that allows Southridge to add new videos as they arrive, remove videos as they are sold, check inventory for a specific video, and print reports for how many videos games are currently on hand. You decide to create a collection to store the titles of the videos in stock. If multiple copies of the same title are in stock, they are stored as individual items in the collection. You need to identify the programming process that will be used to implement each business process. To answer, drag the appropriate programming process from the column on the left to its business on the right. Each programming process may be used once, more than once, or not at all.

**Programming Processes**

- Add
- Remove
- Take
- Set

**Answer Area**

- A customer returns a video
- A customer purchases a video
- A video is donated to a local video club
- A shipment of videos arrives in which all the videos have previously been accounted for in the inventory

*Answer:*

**Programming Processes**

- Add
- Remove
- Take
- Set

**Answer Area**

- A customer returns
- A customer purchases
- A video is donated  to club
- A shipment of videos arrives in which all the videos have previously been  accounted for in the inventory