

Create PT - Written Response Template

[Assessment Overview and Performance Task Directions for Students](#)

Video Submit one video in .mp4, .wmv, .avi, or .mov format that demonstrates the running of at least one significant feature of your program. Your video must not exceed 1 minute in length and must not exceed 30MB in size

Prompt 2a. Provide a written response or audio narration in your video that:

- identifies the programming language;
- identifies the purpose of your program; and
- explains what the video illustrates.

(Must not exceed 150 words)

The purpose of my program is to play a guessing game when you win you get to play 2 different mini-games. My video show my guess the YouTuber game the guessing game has a total of 10 questions and you have to completely restart if you get one wrong. The two winner mini-games are a 2 question quiz that if you pick the right one it has a different answer than the others and the second mini-game is a drawing game where you're allowed to draw if your able whatever you want and when your done a special message pops up.

2b. Describe the incremental and iterative development process of your program, focusing on two distinct points in that process. Describe the difficulties and / or opportunities you encountered and how they were resolved or incorporated. In your description clearly indicate whether the development described was collaborative or independent. At least one of these points must refer to independent program development. *(Must not exceed 200 words)*

I was trying to put a drawing game into one of the mini-games for the winners and after that I realized that I didn't have the math block which was the purpose of the game. So using a math block was a struggle but my opportunity was since i didn't use the math block I decided the next best thing to do was to make another game so that I when I came up with coming up with another game it was originally going to be one question but I added on another one.

2c. Capture and paste a program code segment that implements an algorithm (marked with an **oval in section 3**) and that is fundamental for your program to achieve its intended purpose. This code segment must be an algorithm you developed individually on your own, must include two or more algorithms, and must integrate mathematical and/or logical concepts. Describe how each algorithm within your selected algorithm functions independently, as well as in combination with others, to form a new algorithm that helps to achieve the intended purpose of the program. *(Must not exceed 200 words)*

Code Segment

```
});
onEvent("favoriteyoutuber", "change", function() {
  var msg = ("It's " + getText("favoriteyoutuber")) + "! ";
  if (getText("favoriteyoutuber") == "Shane Dawson") {
    msg = msg + "Omg he's my favorite too!";
  } else {
    msg = msg + "That's such a good choice!";
  }
});
onEvent("dropdown1", "change", function() {
  var msg = ("It's " + getText("dropdown1")) + "! ";
  if (getText("dropdown1") == "Wattpad") {
    msg = msg + "I LOVE that app too!";
  } else {
    msg = msg + "Oh! That's a great app choice!";
  }
  setText("text_area2", msg);
});
```

Written Response

This is for the dropdown menus it uses math so for example on the first question it asks "Who's your favorite youtuber?" on every question it says "It's {youtuber name!} That's such a good choice!" except for "Shane Dawson" which says "It's Shane Dawson! Omg he's my favorite too!" i used math for that by using the + math block to piece together the message and the == so it puts the different message for "Shane Dawson"

2d. Capture and paste a program code segment that contains an abstraction you developed individually on your own (marked with a **rectangle** in **section 3**). This abstraction must integrate mathematical and logical concepts. Explain how your abstraction helped manage the complexity of your program. *(Must not exceed 200 words)*

Code Segment

```
onEvent("drawbutton", "click", function() {
  setScreen("draw");
  penUp();
  moveTo(150, 211);
  penDown();
});
onEvent("arrowleft", "click", function() {
  turnLeft(90);
});
onEvent("arrowright", "click", function() {
  turnRight(90);
});
onEvent("arrowdown", "click", function() {
  moveBackward(25);
});
onEvent("arrowup", "click", function() {
  moveForward(25);
```

Written Response

This is what controls the arrows of the drawings game without this not only would the turtle not even be there but even if I just had the first part the turtle would not be able to move and would just stay there and there would be no point to the game for math I used the turn right, turn left, move forward and move backward so that the turtle could move and the player could create a drawing.