Conditionals Quiz (Practice, Version B)

Name: _____ Period: _____ Date: _____

Practice version. 10 questions, 10 points, 15 minutes. Choose the single best answer unless a question says to select two. Code labeled **App Lab** is JavaScript; all other code is AP pseudocode (Exam Reference Sheet).

1. What is displayed as a result of executing the code segment?

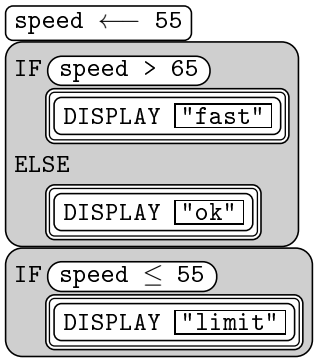
```
x ← 3
y ← 9
DISPLAY((x < 5) AND (y ≠ 9))
DISPLAY((x > y) OR (NOT (y > 0)))
```

(A) `true true`
(B) `true false`
(C) `false true`
(D) `false false`

2. A museum gives a discount to visitors who are younger than 12 or who are at least 60 years old. Which expression evaluates to `true` exactly when a visitor gets the discount?

(A) `(age < 12) OR (age ≥ 60)`
(B) `(age ≤ 12) OR (age ≥ 60)`
(C) `(age < 12) AND (age ≥ 60)`
(D) `(age < 12) OR (age > 60)`

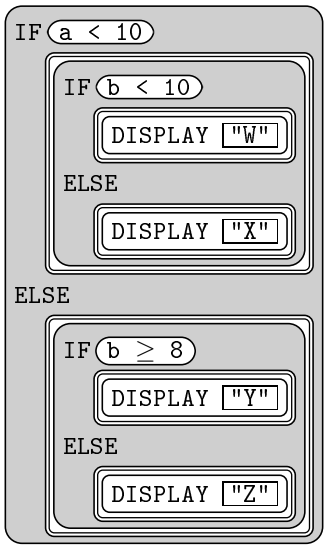
3. What is displayed as a result of executing the code segment?



(A) `fast limit`
(B) `ok`
(C) `fast`
(D) `ok limit`

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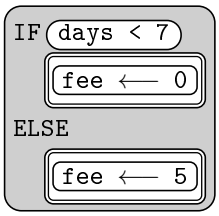
4. The variable `a` has the value `12` and `b` has the value `8`. What is displayed as a result of executing the code segment?

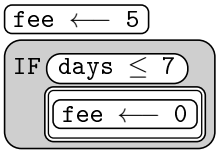


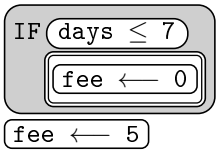
(A) `W`
(B) `Y`
(C) `X`
(D) `Z`

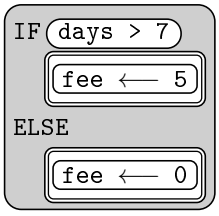
5. A library charges a late `fee` of `0` when a book is returned `7` or fewer `days` after it was checked out. Otherwise, the fee is `5`. Which code segments correctly set `fee`?

(Select two answers.)

(A)


(B)


(C)


(D)


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6. App Lab. Which condition is `true` exactly when `temp` is between 60 and 75, inclusive?

(A) `temp >= 60 && temp <= 75`
(B) `temp >= 60 || temp <= 75`
(C) `temp > 60 && temp < 75`
(D) `temp == 60 && temp == 75`

7. App Lab. What does `"badgeLabel"` show after this code runs?

```
var points = 85;
if (points >= 50) {
  setText("badgeLabel", "Bronze");
} else if (points >= 75) {
  setText("badgeLabel", "Silver");
} else if (points >= 90) {
  setText("badgeLabel", "Gold");
} else {
  setText("badgeLabel", "None");
}
```

(A) `Silver`
(B) `Gold`
(C) `Bronze`
(D) `None`

8. App Lab. The user selects `cheese` in the dropdown `"toppingDropdown"` and clicks `"orderBtn"`. What does `"priceLabel"` show?

```
onEvent("orderBtn", "click", function() {
  var topping = getText("toppingDropdown");
  var price = 8;
  if (topping == "pepperoni") {
    price = price + 2;
  }
  if (topping == "cheese" || topping == "veggie") {
    price = price + 1;
  }
  setText("priceLabel", price);
});
```

(A) `8`
(B) `9`
(C) `10`
(D) `11`

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9. App Lab. Which AP pseudocode expression has the same meaning as this App Lab condition?

```
count >= 10 && !done
```

(A) `(count ≥ 10) OR (NOT done)`
(B) `(count > 10) AND (NOT done)`
(C) `(count ≥ 10) AND done`
(D) `(count ≥ 10) AND (NOT done)`

10. App Lab. This code should show `"Low"` below 40, `"Medium"` from 40 to 70, and `"High"` above 70. It does not work for every level.

```
onEvent("checkBtn", "click", function() {
  var level = getNumber("levelInput");
  if (level < 40) {
    setText("msg", "Low");
  }
  if (level <= 70) {
    setText("msg", "Medium");
  } else {
    setText("msg", "High");
  }
});
```

Which change makes the code work as intended?

(A) Change the second `if` to `else if`
(B) Change `level < 40` to `level <= 40`
(C) Change `level <= 70` to `level > 70`
(D) Swap the messages `"Low"` and `"High"`

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