Variables Quiz (Practice, Version B)

Name: _____ Period: _____ Date: _____

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

1. What is the value of `p` after the code segment runs?

```
p ← 7
q ← 2
r ← q
q ← p
p ← r + q
```

(A) `9`
(B) `14`
(C) `4`
(D) `7`

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

```
m ← 8
k ← 3
k ← m
m ← k
DISPLAY(m)
DISPLAY(k)
```

(A) `3 8`
(B) `8 8`
(C) `8 3`
(D) `3 3`

3. The variable `totalInches` holds a whole number of inches. Which expression gives the inches left over after taking out all the whole feet (12 inches = 1 foot)? (For example, if `totalInches` is 50, the result should be 2.)

(A) `totalInches / 12`
(B) `totalInches - 12`
(C) `totalInches MOD 12`
(D) `12 MOD totalInches`

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

```
n ← 20
n ← n - 8 / 4
n ← n / 2 + 1
DISPLAY n
```

(A) 2.5
(B) 6
(C) 9
(D) 10

5. A music app needs to store the title of a song and the number of times the song has been played. Which of the following variables are most appropriate?

(A) A number variable named `songTitle` and a string variable named `playCount`
(B) A string variable named `s` and a number variable named `p`
(C) A string variable named `songTitle` and a number variable named `playCount`
(D) A Boolean variable named `songTitle` and a number variable named `playCount`

6. App Lab. What is printed to the console?

```
var width = 5;
var area = width * width;
width = 9;
console.log(area);
```

(A) 25
(B) 81
(C) 45
(D) 9

7. App Lab. The user types `4` into the text input `"ageInput"` and then clicks `"goBtn"`. What is printed to the console?

```
onEvent("goBtn", "click", function() {
  var age = getText("ageInput");
  console.log(age + 10);
});
```

(A) 14
(B) age10
(C) An error message
(D) 410

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8. App Lab. The user clicks `"scoreBtn"` four times. What does `"scoreLabel"` show after the fourth click?

```
onEvent("scoreBtn", "click", function() {
  var points = 10;
  points = points + 5;
  setText("scoreLabel", points);
});
```

(A) `15`
(B) `30`
(C) `10`
(D) `20`

9. App Lab. What is printed to the console?

```
var city = "Austin";
var message = "I live in" + city + ".";
console.log(message);
```

(A) `I live in Austin.`
(B) `I live inAustin.`
(C) `I live in city.`
(D) `"I live in" + city + "."`

10. App Lab. The user clicks `"hitBtn"`, then `"bonusBtn"`, then `"hitBtn"`. What does `"livesLabel"` show at the end?

```
var lives = 3;
onEvent("hitBtn", "click", function() {
  lives = lives - 1;
  setText("livesLabel", lives);
});
onEvent("bonusBtn", "click", function() {
  lives = lives * 2;
  setText("livesLabel", lives);
});
```

(A) `4`
(B) `2`
(C) `3`
(D) `5`

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