

Create Performance Task

Row 1 - Program Purpose and Function

Instructions

1. You can only use this version if you can write on a pdf, otherwise please use the ppt version.
2. Read the criteria for this row on slides 3 - 4.
3. For each response (*slides 5 – 14*):
 - a. Underline any code, phrases or sentences that meet any of the criteria.
 - b. Tick (✓) any criteria that are satisfied and cross (✗) any criteria that are not satisfied.
 - c. Write a 1 in the bottom right corner if the response gets the mark for this row (*all criteria have been satisfied*), otherwise write a 0.
4. When finished, save this presentation as a pdf with 2 slides to a page and submit this file.

Scoring Criteria

- The video demonstrates the running of the program including:
 - input
 - program functionality
 - output
- The written response:
 - describes the overall purpose of the program.
 - describes what functionality of the program is demonstrated in the video.
 - describes the input and output of the program demonstrated in the video.

Decision Rules

- Consider ONLY the video and written response 3a when scoring this point.
- Do NOT award a point if the following is true:
 - The video does not show a demonstration of the program running (*screenshots or storyboards are not acceptable and would not be credited*).

a

3.a.i.

The overall purpose of the program is to facilitate a "connect-four" game play experience between two players and to detect a winner (four pieces in a row).

3.a.ii.

The video demonstrates simulated gameplay between two players: Player X and Player O. In the video, the program prompts Player X to type the column they'd like to play in, and re-prompts the player until they enter an accepted value. The program then displays the updated game board. This process repeats until the program detects that a player has achieved victory (four pieces in a row), at which point the program is terminated. The video demonstrates the ability of the program to detect all win scenarios.

3.a.iii.

In the video, numerous inputs are given by Player X and Player O, corresponding to the desired column they'd like to place their piece. The program then prints the updated game board and prompts the next player for input. If a player achieves four-in-a-row, the program additionally outputs a statement identifying the winner then terminates.

- The video demonstrates the running of the program including: [video a](#)
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b

3.a.i.

This program, made in Scratch MIT, has an overall purpose to train a user's mouse reflex skills if coming from the older generation or simply someone who may have a slow time clicking on links.

3.a.ii.

This program functionality is based on two features. One of the features is a difficulty system that modifies the size and wait time of three different types of sprite:target. The second feature is the clicking mechanic based on a mouse cursor clicking on a target to earn points.

3.a.iii.

The user inputs a value greater than 1 for the output:difficulty to be set on hard mode or less than 1 for the output:difficulty to be set on easy mode. The mouse clicks are inputs that will work only if clicked on a sprite:target which the output:score and output:targetsHit will be updated correspondingly to a target's point value. At the very end of the program, the user will be granted his or her history, in chronological order, of all types of targets that were clicked.

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C

3.a.i.

The purpose of this program is to entertain the user through a fun obstacle course in which the user has to move a red ball from the starting point to a golden mushroom without bumping into the walls, and while also earning points.

3.a.ii.

The video shows the game running with the red ball at a speed of 2x, and also at the speed of 3x. The video illustrates how each time the user's red ball bumped into a wall the ball was back at the starting position and the game restarted. The video also shows the end results page for the first run of the game in which the player earned 200 points, and took two tries to finish.

3.a.iii.

The inputs of this program include the mouse keys which move the red ball throughout the screen, and the mouse clicks used to proceed from the welcome screen, and the message banners that the program outputs. The program also outputs a result screen with the number of points the user earned, and the tries that they took to finish.

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d

3.a.i.

The purpose of the program is to randomly suggest either 3 action or 3 comedy movies that are age-appropriate to the user.

3.a.ii.

When I inputted my age and selected a genre, I was suggested 3 different movies accordingly. When I restarted the program and increased my age, I received different, more mature movie suggestions that are appropriate for the given age. Every time I restarted the program, it eliminated the previously displayed movie suggestions to make room for the new ones in the movie list. Additionally, a happy noise is exerted once the movie suggestions are given.

3.a.iii.

When I click on the up or down error for the age input, the output number increases or decreases by 1 accordingly. When I click which genre I want: comedy or action, the screen switches to the movie output screen which from there randomly displays movies according to my given age and genre choice.

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e

3.a.i.

The program's overall purpose is to move the ball to the top of the screen when the screen is green, only if the screen is green.

3.a.ii.

When you push the button the ball moves, if you push it when the screen is red it sends it back to the bottom

3.a.iii.

The input is your finger touching the forward button, and the output is the time it gives you, and the ball moving.

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f

3.a.i.

The overall purpose of this program is to tell the user how many hours of music they've listened to in a week based on the numbers they've inputted.

3.a.ii.

The video shows how the user can input a certain number of hours and click the add button so the number will be added to the total number of hours they have listened to that week.

3.a.iii.

The inputs of the video are each time the user types and adds a number and the output is the number the code calculates and puts on the screen as well as the message that comes up only when the total number of hours is greater than 27.

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g

3.a.i.

The purpose is to display some of my favorite song lyrics and movie lines for the user.

3.a.ii.

The video demonstrates the user clicking on each of the buttons and the correct information being output.

3.a.iii.

The input shown is the user clicking one of the buttons on screen. The output, a list of either song lyrics or movie lines, is displayed as text.

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h

3.a.i.

The overall purpose of the program is to display the user some specific information on female legislators based on the category - Female Senate Democrats or State - they choose.

3.a.ii.

The functionality the video illustrates is by taking in two choices the user selects and providing some information based on that. For example, if the user chooses the button labeled State - Most Representative on the homepage and then chooses a category such as Female Senate Republicans, the program will display Minnesota.

3.a.iii.

The user will choose between three buttons (State - Most Representative, State - Least Representative, and Most Representative in a State - Senate vs House) which are inputs. Depending on the button the user chooses, the program will take them to the corresponding screen, which is the output. Then the user will select something in the dropdown, which is another input, and the answer is the output.

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i

3.a.i.

For my create performance task I chose to create a questionnaire where questions are asked at random to the user and they are prompted to answer it.

3.a.ii.

Within the video you can see the questions being asked have two different things that can happen depending on the different answers the user may provide. For example, if the user were to give a correct answer they would move on and a point will be added to their score, but if they get the answer wrong the point will not be rewarded to the user. At the end of the questionnaire, the user is shown their score.

3.a.iii.

Input and output are used constantly in the video. Input coming from the answers being given by the user and output when being told overall score/progression in the game.

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j

3.a.i.

The purpose of the program is to entertain the user as well to teach certain objects that are related to the topic.

3.a.ii.

The program works by having user input which would select an option and from those options it would give the user a scenery and that option has a secret list that contains the items/ objects .. etc which the user would need to guess to find the villain. Once having five points or have three points into strikes. There are only three ways for the program to stop working which would be winning the game by gaining the five points, There is three points into strikes which would tell you that you lost, finally choosing option six gives you an option to end the program if the user wanted to.

3.a.iii.

the user inputs what item they are looking for and also what option they want to and output will print the result and give you a winning quote or a losing quote.

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