Q3: Tracing Code: More practice

Assume that the current sprite is at 
\[ x = 0, \quad y = 0, \quad \text{and direction} = 90. \]
What will be the state of the sprite 0.5 seconds after starting the execution of this script?

A. \[ x = -10, \quad y = +20, \quad \text{direction} = 90 \]
B. \[ x = 10, \quad y = +30, \quad \text{direction} = 0 \]
C. \[ x = -20, \quad y = -20, \quad \text{direction} = 180 \]
D. \[ x = 10, \quad y = +20, \quad \text{direction} = 0 \]
E. None of the above.
Q4: Tracing Code: More practice

What will be the value of final-price after this script executes? (more than one reasonable answer)

A. 100
B. 112
C. 200
D. Impossible to know
E. None of the above
Q5: Tracing Code: More practice

- What will be the value of `original-price` after this script executes? Assume that there is no other script executing at the same time.

A. 200
B. `original-price + 200`
C. \((1 + 0.07 + 0.05) \times 0.5 \times \text{original-price}\)
D. Impossible to know
E. None of the above
Q6: Summarizing Code

- Assume that the current sprite is at x = 0, y = 0, direction = 90. Summarize what will happen to the sprite when the space key is pressed.

A. It will move forward like a knight in chess (20 steps forward, 10 steps sideways) as long as it is not touching the mouse-pointer.

B. It will move forward like a knight in chess (20 steps to the right, 10 steps upward) until it touches the mouse-pointer and stops.

C. It will move diagonally up and to the right at a speed a little over 20 as long as it is not touching the mouse-pointer.

D. It will move right 10 steps, turn to face up, move up 10 steps, turn to face right, wait a second, and move right 10 steps. This sequence will repeat until the sprite touches the mouse-pointer and stops.