



Under the patronage of His Excellency the Minister of Education,

Mr. Mohamed Abdel Latif

Weekly Assessments for Programming and Artificial Intelligence for General Education (First Secondary Grade)

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Tenth Week

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Weekly assessment

First test

Choose the correct answer:



1. What is the primary goal of using Testing in a software application?
 - A) Increasing the program's execution speed.
 - B) Discovering errors and ensuring the correctness of results.
 - C) Improving the user interface (UI) design.
 - D) Reducing the code size.
2. Which type of testing is used to ensure that each function works correctly in isolation?
 - A) Integration Testing
 - B) System Testing
 - C) Unit Testing
 - D) User Testing
3. What is the primary role of the ball in a Brick Breaker game?
 - A) Moving the paddle.
 - B) Breaking bricks upon collision.
 - C) Only increasing the game speed.
 - D) Ending the game immediately.
4. Which Event is often used to move the paddle in a Brick Breaker game?
 - A) Mouse Click
 - B) Keyboard Input
 - C) Timer Event
 - D) Collision Event

Second test

Choose the correct answer:



1. Why are tests run after modifying the code?
 - A) To see what the program looks like.
 - B) To ensure that modifications did not cause new errors
 - C) To change the programming language.
 - D) To delete old functions.

2. What is the expected outcome when a test fails?
 - A) Ignoring the error.
 - B) Deleting the program.
 - C) Identifying the location of the error to fix it.
 - D) Shutting down the computer.

3. What is the function of the Paddle in a Brick Breaker game?
 - A) Breaking the bricks.
 - B) Moving the ball automatically.
 - C) Preventing the ball from falling off the screen.
 - D) Ending the level.

4. What usually happens when the ball collides with a brick?
 - A) The game stops.
 - B) The brick disappears and the ball's movement is reflected.
 - C) The paddle disappears.
 - D) Only the ball's speed decreases.

Third test



Choose the correct answer:

1. Which of the following is a direct benefit of using testing?
 - A) Increasing program complexity.
 - B) Reducing the number of bugs/errors.
 - C) Increasing file size.
 - D) Decreasing the accuracy of results.

2. At which stage is it verified that the application works as expected for the end-user?
 - A) Unit Testing
 - B) Integration Testing
 - C) User Acceptance Testing (UAT)
 - D) Code Writing

3. How is a player's loss determined in a Brick Breaker game?
 - A) When all bricks are broken.
 - B) When the ball hits the paddle.
 - C) When the ball falls below the bottom of the screen.
 - D) When the ball's speed increases.

4. Which element is responsible for controlling the timing of the ball's movement within the game?
 - A) The Brick
 - B) The Paddle
 - C) The Timer
 - D) The Keyboard