PROGRAMACIÓN INFORMÁTICA - PARCIAL INGLÉS 2

Nombre:.. **Mail**:………………………………………. **Fecha**:.......................

1) **Read the text and complete with the words from the box (10 x 2 : 20p)**

properties - monsters -because –creator – advanced - control–manipulated - execute – representing -actions

Many teachers indicate that it is difficult for students to understand object-oriented programming. This is somewhat surprising ……………………….object-oriented design is very natural. In real-life we think in terms of objects with certain ……………………….and behavior.

In a computer game, everything is an object: the……………………….., wall segments, coins, bonuses, power-ups, and the guns and bullets. Thinking about creating games means thinking about objects and how they react to one another and to the player's input. So the game …………………….naturally thinks in an object-oriented way.

To create a game using Game Maker, the designer creates objects.Some objects have a visual representation, such as an animated sprite. Others, like those that ……………………….game flow or maintain the score, might lack this feature. Multiple instances of the same object can appear in the game at the same moment.

Instances have properties. Some are built-in, like the speed with which the instance moves and the sprite used to represent it.Others can be defined, …………………………., and checked using actions or code. The user must define each object's behavior. While some objects, like wall segments, will have no behavior, others, like the avatar ………………………….the player, will most likely have complicated behavior.

Game Maker defines behavior in event-driven terms. Events occur for objects, and the designer specifies ……………………….that the game must ……………………….when these events occur. Typical events include object creation or destruction, user input, collisions between instances, alarm clocks, and events that happen at each step.

Game Maker has more than 100 built-in actions, ranging from moving the object in a particular direction to playing a sound or displaying a high-score list. For more ……………………….tasks, the designer uses a code action to type in pieces of code that are executed when the event occurs. Within this code are close to 1,000 possible functions that can control all aspects of the game.

2. **Write a summary in Spanish with the most important information about the text (20p)**

3. **Listen to the audio and complete the following activities. Then write the last paragraph in appropriate Spanish.**

a. **What is the topic of the audio? Write examples mentioned..(5p)**

b. **How is the topic represented in the program? Explain the process...**

…….(5p)

c. How does the topic work through the program? Are there obligatory steps ?...............................…

…….(5p)

d. Listen and complete the blanks: (2 x 10 : 20p)

That's because the JavaScript engine will first do a quick ……………………………….of your code and figure out what functions exist …………………………… it actually tries to run anything. But it is a best practice to define your functions before you call any of them. It makes for a more ……………………………… code. So typically, define all your functions up at the top of your JavaScript file. Now in other languages, you may even find it's a rule to …………………………………………….. your functions before you call them.

So whether they use the term functions, modules,…………………………………., methods, this idea of treating a block of code as a callable unit inside a larger program is a ………………………………. feature of all programming languages. It makes your programs ……………………………….. to write and easier to understand. You can split work among different programmers by …………………………………… them different parts to write. Now functions can of course get more …………………………………….. than basic ones shown here. They might not just perform an operation, but they might return …………………………………………. or they might accept data, and we'll see how to do that next.

e. Write these two paragraphs in appropriate Spanish (10p)

4. You have received the following mail. Write an appropriate response to it. Keep the register (15p)

From: Christine Whitenille <cw@geotech.com>   To: Nigel Sharp <ns@geotech.com>

Subject: Meeting / Change of plans

Dear Nigel
I'm afraid I can't make Tuesday as I'm on a training course for the purchasing software.
And later in the week is also impossible – I'll be travelling with Mary to meet clients.

Sorry about this, but it's been very hectic here. I'm afraid I've even had to put off meeting the CEO until the end of the month! Would it be all right with you if we postponed our meeting until the week after next? I should have time on 18 or 19 May.

Please let me know if either of these days is convenient.

Have a nice weekend.
Christine