ICD2O – Loops and Sprites – Unit 4 Test Review

1. What is the first part of a loop? [Prompt with starting letters if needed]	Initialize Loop Stopping Variable
2. What is the second part of a loop? [Prompt with starting letters if needed]	Test Loop Stopping Condition
3. What is the third part of a loop? [Prompt with starting letters if needed]	Steps To Repeat
4. What is the fourth part of a loop? [Prompt with starting letters if needed]	Progress To The Loop Stopping Condition
5. When does the step (Initialize Loop Stopping Variable) occur?	Once before the loop runs.
6. When does the step (Test Loop Stopping Condition) occur?	It happens before you run the steps to repeat and the progress.
7. Which part of the loop decides whether it is time to stop?	Test the Loop Stopping Condition.
8. Which part of the loop moves you closer to getting out of the loop?	Progress to the loop stopping condition.
9. Which part of the loop declares and gets the loop stopping variable ready?	Initialize Loop Stopping Variable
10. What is the JavaScript shortcut for add one to i?	i++
11. What is the JavaScript shortcut for subtract one from i?	i--
12. What is the JavaScript shortcut for add three to i?	i+=3
13. What is the JavaScrip shortcut for multiply i by 5?	i*=5
14. What is the name of a loop that (accidentally) runs forever?	Infinite Loop

15. What is the top of a for loop that goes 10 times?	for(var i=0; **i<10**; i++) * note < sign
16. What is the top of a for loop that goes from 10 to 1?	for(var i=10; **i>=1**; i--) * note > sign
17. One JavaScript keyword to **repeat** code.	For
18. One JavaScript keyword for **decisions**	If
19. Loop or if: Repeats code over and over.	Loop
20. Loop or if: Must progress to the stopping condition to finish.	Loop
21. Loop or if: Chooses between blocks of code.	If
22. Loop or if: Is used for decision making.	If
23. Loop or if: Requires brackets if it is more than one line.	Both
24. Loop or if: Controlled by a Boolean expression.	Both
25. Loop or if: If coded incorrectly, can run infinitely.	Loop
26. Loop or if: Can be avoided if the boolean expression is false	Both
27. Loop or if: After sprite collision, you choose to respawn.	If
28. Loop or if: Has a stopping condition.	Loop
29. Loop or if: Controlled by a variable's value.	Both
30. Loop or if: Iteration.	Loop
31. Loop or if: Choices.	If
32. Loop or if: Animation to move the characters on screen.	Loop
33. Loop or if: Draw method in Game Lab	Loop
34. Loop or if: When you click on a character it moves to a random location	If
35. Loop or if: Screen navigation	If

36. Three kinds of malware	Virus Worm Trojan
37. A form of malware that gives complete access of a computer to a hacker.	Trojan
38. Unauthorized access to a computer.	Hacking
39. A form of malware that can spread itself.	Worm
40. Malware that makes your computer run slowly and lose hardware space.	Virus
41. Software intended to harm a computer.	Malware
42. When a hacker uses bots to send messages to a server. This overwhelms the server and takes it off-line.	D-Dos
43. The hacker in-charge of the D-Dos attack.	Herder
44. A computer **network** inflected with a Trojan; Used in a D-Dos attack.	Botnet
45. A computer that is used in a D-Dos attack.	Bot
46. An attack by a nation-state (country) using malware or hacking.	Cyberwar
47. An attack that has never been used before.	Zero-day
48. Luring someone with an innocent-looking email that actually contains a virus.	Phishing
49. A user's files are encrypted. To unlock them, the user must pay the hackers.	Ransomware
50. An attack where the hacker monitors wifi packets.	Sniffing

51. A virus that took the power grid off-line in 2003.	Blaster
52. A worm that was used in a cyberwar attack against Iran's nuclear reactors.	Stuxnet
53. The attack used by Russian hackers against Estonia in 2007.	D-Dos
54. A trojan used by Chinese hackers. Found in 2010.	Ghostnet
55. Effects of the Blaster Virus.	Slowed down infected computers. Accidentally took down the power grid in eastern USA and Canada.
56. Effects of the Stuxnet worm.	Caused centrifuges in nuclear reactors to overheat and burn out. Took Iran's nuclear reactors offline.
57. Effects of Russia's cyberwar attack of 2007.	Took all of Estonia's networks (including banking) down for 3 weeks.
58. Effects of Ghostnet.	Could turn on webcam and microphones without user knowing and monitor room where computer was located.
59. Payment method for Ransomware attack.	Bitcoin
60. Victim of ransomware attack in Dec 2022.	Toronto's Sick Kids
61. The world's largest dataminer.	Blue Kai
62. Amount of information in a dataminer's database.	Exabyte (size = all words ever spoken)
63. Dataminers violate this social and ethical principle.	Privacy
64. Who buys from dataminers?	Advertisers (People who want to manipulate you)
65. Being free from being observed or disturbed by other people.	Privacy
66. 3 benefits of datamining	1 – better stocked stores 2 – can catch identify theft 3 – expensive products (ie social media) available for free. They make money off your data (a lot of money), you don't have to pay.

67. The piece of information Dataminers use to link your packets across platforms.	Device ID
68. In Canada, 3 groups who can't sell your data.	Healthcare, Schools, Government
69. 4 low security solutions	Backup Password Firewall Virus Scanner
70. 5 medium security solutions	1- Network Use Policy And better versions of: 2- Backup 3- Password 4- Firewall 5- Virus Scanner
71. 1 very high security solution	Air Gap
72. Hackers use this program to break into passwords	Password cracker
73. A second copy of the file, re-installed when you get a virus.	Back up
74. A program that checks a list of virus code against your computer's files to see if any are infected.	Virus Scanner
75. A program that checks a list of virus code against incoming internet traffic to find viruses and stop them entering your computer.	Firewall
76. A very secure computer with no network connections.	Air Gap
77. A set of rules to keep your network safe and free of viruses, and to encourage good digital citizenship.	Network Use Policy
78. An attack that has never been used before. Virus scanners can't stop them.	Zero Day
79. The percentage of viruses caught by a virus scanner.	10%

80. Needed to make a secure password	1 - Long (over 8 characters) 2- Upper and lower case 3 -Numbers 4 -Special characters 5- Avoid names, birthdays
81. Direction? VelocityX = 0 VelocityY = 5	Down
82. Direction? VelocityX = 5 VelocityY = 0	Right
83. Direction? VelocityX = –5 VelocityY = 0	Left
84. Direction? VelocityX = 0 VelocityY = –5	Up