Congratulations! You passed!

Grade received 100% To pass 85% or higher

Go to next item

Programming Assignment Quiz (Do programming assignment FIRST)

Latest Submission Grade 100%

1. Does your map display dozens of earthquake markers, with different colors	s and sizes indicating the strength of each earthquake that seem to make sense
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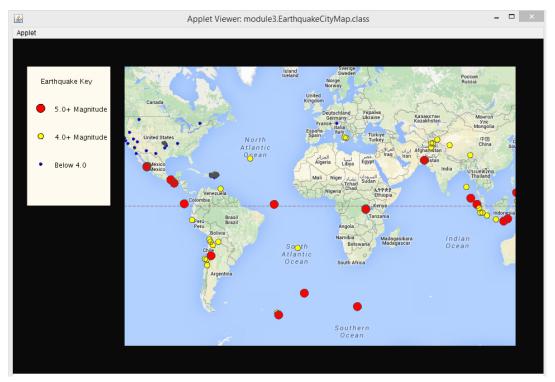
1/1 point

- Yes
- O Not yet...
- **⊘** Correct

Congratulations! You successfully displayed the earthquake data.

2. Does your map display a key that shows an explanation of each type of earthquake marker, and is that key neatly organized, such as in the image below?

1/1 point



(\bigcirc)	Yes
\sim	-

O Not yet...

Orrect
Congratulations!

 $\textbf{3.} \quad \text{Which class do you create objects of to display the earthquake "dots" on the map?}$

1/1 point

\mathbf{O}) SimplePointMarker

O Marker

O PointFeature

earthquakes

⊘ Correct

This is the correct answer.

 © One for each PointFeature in earthquakes ○ 10 ○ Correct This is the correct response. You need a separate marker for each earthquake. 6. What was the most difficult or confusing part of this assignment for you? If more than one was difficult, select what you felt was the most difficult. ○ Getting oriented with the starter code. ○ Getting oriented with the starter code. ○ Getting the syntax right (semi-colons, braces, etc) ○ Figuring out the names of the built-in classes and methods and how to use them. ○ Getting the logic right for creating or styling markers ○ Drawing the key ⑤ Nothing was difficult ○ Something else not listed above ○ Correct 7. (REQUIRED) If you said "Something else not listed above" on the last question, please explain what the most difficult part was. Otherwise just write "N/A" in the box. N/A ○ Correct Thank you for your answer. 	4.	Assume you have a SimplePointMarker stored in the variable marker. Which of the following lines of code will set that marker's color to red?	1/1 point
Correct This line correctly uses Processing's color method to generate the color red and then uses setColor to turn the marker red. 1. How many different SimplePointMarker objects done your program create when you run it? 2. How many different SimplePointMarker objects done your program create when you run it? 3. How many different SimplePointMarker objects done your program create when you run it? 4. What was the most difficult or confusing part of this assignment for each earthquake. 5. What was the most difficult or confusing part of this assignment for you? If more than one was difficult, select what you felt was the most difficult. 6. Getting oriented with the starter code. 6. Getting oriented with the starter code. 6. Getting the logic right for creating or sayling markers 6. Drawing the arm of the built in classes and methods and how to use them. 6. Getting the logic right for creating or sayling markers 6. Drawing the key 6. Nothing was difficult 6. Something else not listed above 6. Correct 7. (REQUIRED) If you said "Something else not listed above" on the last question, please explain what the most difficult part was. Otherwise just write "N,A" in the box. 11 p. 6. Correct 7. Correct 7. Correct 7. Correct 7. Correct 7. Correct 7. This is the correct was programming assignment, to the nearest hour? Include only the time you were actively working on the programming assignment including time you spent watching support videos or re-watching videos specifically because you needed help on the assignment. 7. It is 6. Correct 6. Correct 7. Correct	(1 marker.setColor(color(255, 0, 0));	
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This line correctly uses Processing's color method to generate the color red and then uses setColor to turn the marker red. 5. How many different SimplePointMarker objects does your program create when you run it? ② One for each PointFeature in earthquakes □ 10 □ 1 ③ Correct This is the correct response. You need a separate marker for each earthquake. 4. What was the most difficult or confusing part of this assignment for you? If more than one was difficult, select what you felt was the most difficult. ⑤ Getting of eyntax right (semi-colors, braces, etc) ○ Figuring out the names of the buildin classes and methods and how to use them. ⑥ Getting the logic right for creating or styling markers ○ Drawing the key ⑤ Nothing was difficult ⑤ Something else not listed above ⑦ Correct 7. (REQUIRED) If you said "Something else not listed above" on the last question, please explain what the most difficult part was. Otherwise just write "NA" in the box. N/A ○ Correct 6. (REQUIRED) How long, total, did you spend on this programming assignment, to the nearest hour? Include only the time you were actively working on the programming assignment including time you spent watching support videos or re-watching videos specifically because you needed help on the assignment. ≥ hrs ○ Correct	(1 marker.setColor(255, 0, 0);	
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