

Jordan Alexis

Brooklyn College

Yongqing Xiang

4/21/2020

CISC 1600-TR2

Mid Term

Questions PT 1:

A.1 How would you make this page responsive? (You don't need to implement it in the code, just describe how you'll go about it)

The way I would go about making this page responsive is by using the @media screen and max-width to tell the screen to change depending on what the user is using to look at the page responsive.

A.2 If you were to make the image and the table taking up two columns, i.e. they are side by side. How do you achieve that?

I would have to make sure that both columns are in the same div. Seeing as is everything is by 100% I would make the picture take-up about 45% and the rest could go to the table. I would also have to make sure my text is seeable on the screen.

Questions PT 2:

B.1 How many event handlers you have created, who are the caller of these events handlers?

I created 3 event handlers one to make the ball move in the right direction and one to make the eclipse bigger when using the UP arrow key and DOWN to make the eclipse smaller.

B.2 If you were asked to fix the speed of the ball movement so that the speed remains the same regardless what framerate is (the default framerate is 60fps), how do you implement that?

Within the draw functions, you can use `frameRate()` to change the movement speed of the ball.