CISC 1600 Final Exam (Answer Sheets)

Honor Pledge:

By spelling out my name below, I pledge on my honor that I have not given or received any assistance on this exam, from references or in person; and that this work is completely my own.

Signed: <u>Jordan Alexis</u>

---

1. True or False (15 pts) (*enter "T" for True and "F" for False*)

1	2	3	4	5
T	T	F	F	T
6	**7**	**8**	**9**	**10**
F	T	T	T	T
11	**12**	**13**	**14**	**15**
T	F	T	F	T

2. Multiple-Choice (10 pts)

1	2	3	4	5
B	D	D	D	B
6	**7**	**8**	**9**	**10**
A	C	D	D	A

3. HTML/CSS/Internet (18 pts)

3.1) --

The motivation of RWD is to make the website that you are on look good no matter what device you are looking at. The aspects are better user interface, User friendly, and more traffic to your website.

3.2) --
  a) Corrections for mypage.html

Line 3 that needs to be <link rel "stylesheet" href"mystyle.css">

For line 9 you didn't but the link tag correctly if you want to connect websites you but <a href"
http://www.w3schools.com/css/">

Line 10 forgot to add a closing ol tag

Line 12 Forgot to add closing ul tag.

   b) Corrections for mystyle.css

You can use parentheses to close CSS code you need to use curly brackets

You cant use **","** you need to use **";"** to close the codes from each other within the body tag

3.3) --
  a)
The benefits of packet switching over circuit switching are that it doesn't have to deal with a limited number of connections when using the same bandwidth, uses wifi instead of a bunch of wires to connect to the internet, transfer data quicker.

  b)
Protocols are a set of rules for how computers communicate with each other. A lower-level protocol is an IP (Internet Protocol) and a Higher-Level would be HTTP (Hypertext transfer protocol).

4. Processing (14 pts)
  4.1) --
  a)
The advantage of Bitmap Graphics is that's it's easy to capture images from anywhere however the disadvantages are when made lager makes it more pixels losing its smooth image.
The advantage of Vector Graphics is that it's smaller and can be made larger without losing its smoothness but it's difficult to create.

  b)
  The way that vector graphics use lines and filled wit shapes so no matter how you view it it's still good.

4.2) ---

  a) Corrections
Line 1 it's a **","** instead of **";".**
Line 8 missing "#" in front of "ffffff".
Line 11 has to be else if.

  b)
Just shows a white screen

  c)
Shows black screen

  d)
Clears the screen making it white again

5. Agent-based Simulation (18 pts)

5.1) ---
  a)
Two benefits are managing complexity and emergent behavior. For making a simulator to see how the world looked back when everything was one continent.

  b)
It can predict things.

5.2) ---

To let the user interact with users with different goals in mind, and to cooperate.

5.3 --
  a)

Turtles and Patches

  b)
To set the turtles color to green, the patch (grass) to brown when eaten, and what the turtle's energy is.

c)

To let the user see all the patches get eaten, randomized rotations, and let the turtles walk 360 degrees.

d)

Set the turtles energy to one, and there is too death.

e)

If the turtles eat the patches let the grass try to come back.

6. Game Programming (25 pts)

6.1) --

Games that use audio, text, video, 2d/3d aspects, and text.

6.2) --

A visual programming language is a program that lets users create programs by manipulating the program graphically rather than textually. Scratch lets you do things easier by using a simple syntax

6.3) --

The choose your adventure aspects and treating narrative instead of the game.

6.4) --

Spatial Reasoning, Pattern Recognition, Social.

6.5) --

One, because the way the radius work

6.6) --

a) When I revive, Forever, broadcast endgame

b)Script one is controlling Cat and Parrot

c) The purpose of "change y by -1 - score" in script-1 is when the parrot is touched by the cat you lose points.

d) When the cat touches the edge of the screen they go back to the other edge of the screen.

e)Changes the bird to go horizontal

f) The purpose of "next costume" in script-2 is for the sprite of the cat to change to its next sprite more than likely to jump