**Chapter 1, 2, and 3 Quiz Questions:**

1. In Processing, the ellipse() methods have four parameters. What do the parameters mean? What values do each of the parameters require?
   1. A parameter is a value passed into the method that is required for the method to complete its task. The parameters that ellipse requires are x position of ellipse center, y position of ellipse center, width, and height. Each parameter requires an integer
2. What is an IDE? What does IDE stand for? What are two examples of an IDE?
   1. An IDE is an application used to create computer software. IDE stands for integrated development environment. Two examples of an IDE are Eclipse and Processing
3. Processing opens a display window with what default size? Can you change the size of the window?
   1. 100 pixels by 100 pixels. By dragging the corner you can change the size of the window
4. To run code examples in the book, what tools are needed?
   1. Processing 2.0, Java 1.6, Android 4.0 Ice Cream Sandwich or higher
5. In every sketch in Processing, what method is called at the start of the sketch? What method continuously updates or redraws the screen to respond to user input and real time events?
   1. The setup() method is called at the start of the sketch. The draw() method continuously draws the screen to respond to user input and real time events.
6. How are the user interactions with Android touch screens different from the traditional computer display?
   1. The user interacts with the Android touch screens through contact with the screen, while with a computer, the user interacts with the keyboard and mouse.
7. What constants are used by Processing to represent the position of the user’s fingertip relative to the upper left corner of the device touch screen?
   1. Pmousex and pmousey.
8. Explain what each method in the code on page 20 of the book does.
   1. The code displays the coordinates of the user’s taps and drags on the screen.
9. What is the Ketai library’s purpose? What features of Android devices does the Ketai library make easier to use?
   1. The Ketai library’s purpose is to help users create programs that implement the sensors in the Android devices more effectively. The Ketai library makes sensors easier to use.
10. Name two classes from the Ketai library, and three methods from each class.
    1. The KetaiSensor and KetaiGesture classes. The onTap(), onDoubleTap(), and onLongPress() methods are from KetaiGesture. The onAccelerometerEvent(), the onMagneticFieldEvent(), and the onLightEvent() methods are from the KetaiSensor
11. Explain what the pmousex and pmousey variables do and what kind of variables are they?
    1. The float variables are representative variables that store the user’s tap position on the screen