Answer one of the following questions for full credit for this assignment. Your solution shoud be between fifty and one hundred words. Place your questions in the “Answer” section below. Be certain to number your answers with the same number that is associated with the question.

1. Why would you typically load an image for a Sprite object with transparency on?
2. How can you place a Sprite object in the middle of the graphics screen without knowing the screen dimensions?
3. How is a Message object different from a Text object?
4. How does the screen object’s fps property affect the speed of moving sprites?
5. What happens to graphics objects during the screen object's mainloop() method?

ANSWERS:

4. The game runs its mainloop every frame of the game. So if you have 50 fps, the mainloop runs 50 times a second. Because of this, the higher your fps, the faster the game is updating, the more updates to your objects position. So if you set dx to 1 for example, it will move in 50 fps 50 pixels a second. But if you have 100 fps it will be 100 pixels per second.