Programming for VR 1 — Processing & debugging Qu	ıiz 2
Dec 17 2019	

Full name:			
This	quiz is worth	a total of	5 points.

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Answer each question to the best of your ability. The last two questions are bonus.

- 1. Fill in the blank: By default, in Processing, the setup function is called once at the start and the \_\_draw\_\_ function is called once per frame.
- 2. True or False: random.random() will return the same number every time. False
- 3. Write a function called mysum that takes in two arguments, num1 and num2, and returns their sum.

```
def mysum(num1, num2):
  result = num1 + num2
  return result
```

4. I wrote a Processing program with this draw function. What does it draw? You can use a diagram to illustrate. Remember that line(x1, y1, x2, y2) draws a line from (x1, y1) to (x2, y2).

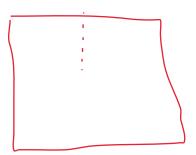
```
def draw():
    line(0, 0, mouseX, mouseY)
```



5. I wrote this Processing program. What does it do? You can use a diagram to illustrate. Remember that point(x, y) draws a 1-pixel point at position (x, y).

```
framenum = 0
def setup():
    size(400, 400)

def draw():
    global framenum
    point(100, framenum)
    framenum += 1
```



6. (bonus) You notice your code has a bug. Name three things you can do to debug it.

Look up documentation, ask somebody for help, comment out suspicious code Use print, use debugger, read the error, google the error, check syntax and indentation Ask on stackoverflow, read tutorials, telling somebody about your problem stepping through the code

7. (bonus) I wrote the following code in my draw function to draw a horizontal dashed line (- - - - -), but it's only giving me one dash (-). What's wrong with my code?

```
x = 0
delta = 5
for i in range(5):
    line(x + delta, 100, x + 2*delta, 100)
    x += 20
```