Week 8 Quiz

Quiz, 10 questions

10/10 points (100%)

Congratulations! You finished!	Next Item			
1/1 point				
1.				
Which of these does Vega NOT treat as a database?				
The specification of the visualization				
The runtime that translates the specification into a web page				
Correct				
Correct! The runtime is a JavaScript program that Vega uses to parse the specifi the web page of the visualization it describes.	cation and generate			
The web page showing the visualization				
The data to be visualized				
1/1 point				
2.				
Which of these best describes reactive programming?				
Values change only in response to discrete events				
Correct				
Correct! Reactive programming is programming in response to events, such that everything is				

implemented as a callback responding to an event, though the events are not always user initiated,

https://www.coursera.org/learn/cs-498-dv/exam/Z4yLk/week-8-quiz

and can include clock ticks or "onload."

Every programming instruction creates a reaction

 $\hfill \bigcirc$ Programming where the computer initiates all interaction with the user Week~8~Quiz

10/10 points (100%)

Quiz, 10 questions ogramming that describes what happens instead of how it happens



1/1 point

3

Which of the following streams would satisfy the following event grammar?

[click, click] > mousemove



A click, a mousemove, and then another click

Correct

Correct! The ">" symbol indicates prefiltering of the mousemove events, that they have to happen between the bracketed events preceding the ">" symbol.

- A doubleclick while the mouse is in motion
- A mousemove followed by two clicks
- Two clicks, then a mousemove



1/1 point

4.

Which event grammar describes a click on a rectangle whose associated data value X = 1?



rect:click[X == 1]

Correct

Correct! The "rect:" predecessor requires the click event to occur on a rectangle, and the bracketed condition successor requires that X equals 1.

- [rect]click:X == 1
- [X == 1] > rect:click
- rect[X == 1]: click

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Quiz, 10 questions	point

10/10 points (100%)

5.

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Scenes and scene transitions

Parameters and triggers

Correct

Correct! Signals are variables and so are the parameters of a narrative visualization. These signal variables change their value due to events, which matches the definition of a trigger for narrative visualization.

Annotations and annotation templates

Slides and slide templates



1/1 point

6

Which is NOT a domain specific language?

Ellipsis

Vega

Vega-Lite

JavaScript

Correct

Correct! JavaScript is a general purpose language, though usually deployed in a web browser (or web server).



1/1 point

7

Which is the most declarative way to compute the sum of an array?

Week 8 Quiz Using a sum method for the array Quiz, 10 questions

10/10 points (100%)

Correct

Correct! This is declarative because we are telling the computer what we want (the sum) and not how to compute it.

	Using a foreach method of an array, passed with a function that adds the numbers				
	Writing a while loop to add the numbers together				
	Writing a for loop to add the numbers together				
~	1/1 point				
8. What is	s a predicate function?				
	A function that halts execution if a variable is zero				
	A function that begins with a verb				
	A function used to build a more complex function				
0	A Boolean (true/false) function				
	ect rect! A predicate is a Boolean function often used to classify items as possessing an attribute or onging to a set.				
9 .	1 / 1 point				
	are "backing points" used for in Vega-Lite?				
	As the screen positions of the selected marks in a chart				
0	As a compact description of user selected data items				

Correct

Correct! The backing points are used to describe user selected data items. They are compact, so that if Week & Quiz data items are selected, the backing points can just be the first and last data items of the points (100%) Quiz, 10 selected range.

	As redundant copies of selected data items to support an undo command			
	As a complete listing of every user selected data item			
~	1 / 1 point			
10. Narrat	ive data visualization is:			
	Fun			
	Complicated			
	Scenes + Annotations + Parameters + Triggers			
0	All of the above			
Corr e That	ect 's right!			

