CSC 108   Quiz # 1   Name __Answer Key__

Multiple Choice: /* 2 points each */

___C___ 1. Which of these Processing statements will cause a circle to be drawn?

A) `ellipse(10, 10, 20, 30);`   C) `ellipse(20, 30, 10, 10);`
B) `ellipse(20, 10, 10, 30);`   D) `ellipse(10, 20, 30, 10);`
                                    E) None of these

___B___ 2. The best description of the rectangle that would be drawn by the following code fragment is which answer? 255 is the color number for white, 153 is the color number for gray, and 0 is the color number for black.

```
stroke(0);
fill(153);
stroke(255);
rect(100, 200, 50, 25);
```

A) a black rectangle with a white border   C) a gray rectangle with a black border
B) a gray rectangle with a white border   D) a white rectangle with a gray border
                                                E) None of these is an accurate description

Short Answer:

1. What would be printed by the following Processing code: /* 4 points */

```
int yards = 1;
int feet = 2;
int inches = 10;
print("1 yard, 2 feet, 10 inches = ");
inches = inches + 12*feet + 36*yards;
print(inches);
println(" inches.");
```

1 yard, 2 feet, 10 inches = 70 inches.

2. Suppose x has the value 25 and y has the value 49. Give statements that would produce the following output: /* 3 points */
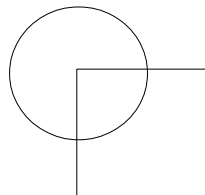
25   49

print(x);
print("   ");
println(y);

3. Suppose x has the value 25 and y has the value 49. Give statements that would produce the following output: /* 3 points */

25
49

println(x);
println(y);

4. Draw a picture of the shapes that would be drawn by this Processing code: /* 4 points */

```
size(400, 400);
noFill();
rect(100, 100, 100, 100);
ellipse(100, 100, 100, 100);
```

Short Answer (continued):

5. Fill in the blanks in this program so that it converts the given number of pounds into ounces correctly and prints the answer in the Console. /* 4 points */ Hint: there are 16 ounces in a pound.

```
int pounds = 10;
int ounces;

print("10 pounds = ");

 ounces  =  pounds * 16   ;

print( ounces );

println(" ounces ");
```

6. Complete this Processing statement so that it calculates the average of the values stored in variables `mouseX` and `circleCenterX`.. /* 3 points */

```
average =   ( mouseX + circleCenterX ) / 2   ;
```