

Your name in English: Kem rinanetha pich

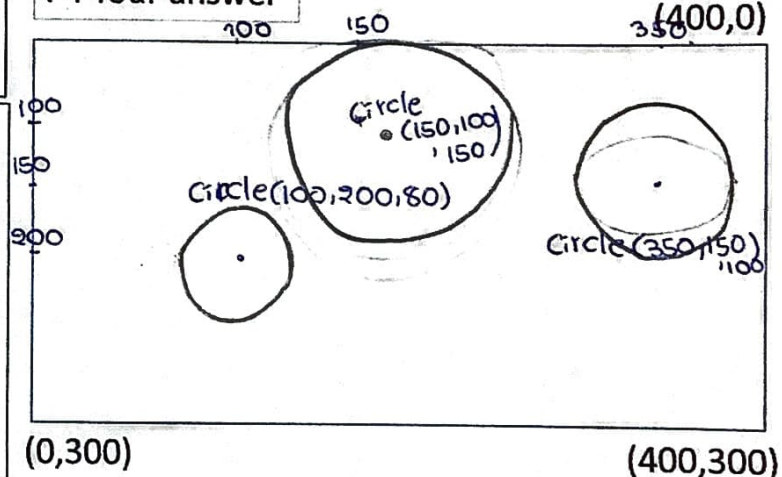
```
// P1: Your answer
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
    (c-60, d, e-40)
    (c+60, d, e-40)
  // object 2
  float c, d, e;
  c = 100; d = 150; e = 40
  circle(c, d, e);
    (c-30, d, e-20)
    (c+30, d, e-20)
}
```

```
// P2 : write the function mars( ... ).
mars(c+10, d, e+20) // object 1
mars(c, d, e-10) // object 2
```

```
// P3: your answer
void setup(){
  float x, y;
  x = 10, 20, 30, 40, 50;
  y = 3x + 5;
  for(x = 10, y = 3x + 5; x > 10; x++)
    scanf("1-d", y);
  printf("The value of y")

}
```

P4 Your answer



P5 Your answer

- (1) Which direction does the circle move? The circle move to the right.
- (2) When you click the mouse 5 times, what are the speed and the color of the circle?
- The speed move 5 times. The color of the circle is red.
- (3) When you click the mouse 25 times, what are the speed and the color of the circle?
- The speed move 25 times. The color of the circle is still red.
- (4) When you click the mouse 55 times, what are the speed and the color of the circle?
- The speed move 55 times. The color of the circle is white.
- (5) Why is it (life > width) in Line 11, instead of (life == width)?
- Because of the function if.

Your name in English: Keo Penhpunleu

```
// P1: Your answer
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  // object 2
  float c, d, e;
  c = 100; d = 150; e = 40;
  Circle(c, d, e);
}
```

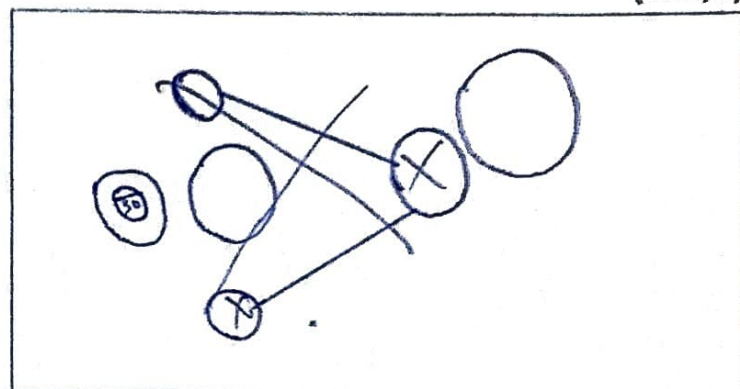
```
float c, d, e;
c = 180; d = 100; e = 40;
circle(c, d, e);
float c, d, e;
c = 300; d = 100; e = 40;
circle(c, d, e);
float c, d, e;
// object 2
float c, d, e;
c = 100; d = 150; e = 40;
circle(c, d, e);
float c, d, e;
c = 70; d = 150; e = 10;
circle(c, d, e);
float c, d, e;
c = 130; d = 150; e = 20;
circle(c, d, e);
}
```

// P3: your answer

```
void setup(){
  float a, b;
  a = 100; b = 200;
  y = 3x + 5
  x = 10, 20, 30, 40, 50, 60, 70, 80, 90, 100;
  if (x > 100 | x == 100 | x < 100);
  println(a);
  a = 100;
  println(b);
  b = 200;
}
```

P4 Your answer

(400,0)



(0,300)

(400,300)

// P2 : write the function mars(...).

```
void setup(){
  size(400,250);
  float c, d, e;
  c = 250; d = 100; e = 80;
  mars(c, d, e);
  // object 2
  float c, d, e;
  c = 100; d = 150; e = 50;
  mars(c, d, e);
}
```

P5 Your answer

- (1) Which direction does the circle move?
- (2) When you click the mouse 5 times, what are the speed and the color of the circle?
- (3) When you click the mouse 25 times, what are the speed and the color of the circle?
- (4) When you click the mouse 55 times, what are the speed and the color of the circle?
- (5) Why is it (life > width) in Line 11, instead of (life == width)?

(life > width) life = 0; it true
(life % == width) life = 1; it false

Your name in English: Touch Chiva (sky)

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  circle(c - 60, d, e - 40);
  circle(c + 60, d, e - 40);
  // object 2
  circle(c - 140, d + 50, e - 40);
  circle(c - 170, d + 50, e - 60);
  circle(c - 110, d + 50, e - 60);
}
```

// P2 : write the function mars(...).

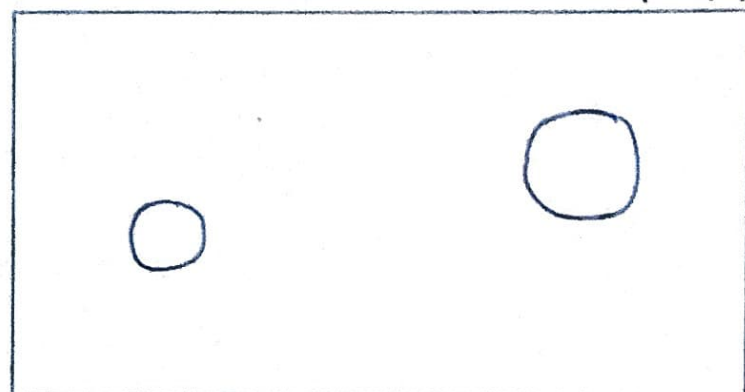
```
float sky, team, Phanith;
float apple, chanva, rady;
void setup(){
  size(400,250);
  sky = 250, team = 100, Phanith = 100;
  mars(sky, team, Phanith);
  apple = 100, chanva = 150, rady = 50;
  mars(apple, chanva, rady);
}
```

// P3: your answer

```
void setup(){
  float x, y;
  for (x=0; x<10; x++)
    x = x + 10;
    y = 3x + 5;
    println(y);
}
```

P4 Your answer

(400,0)



(0,300)

(400,300)

P5 Your answer

(1) Which direction does the circle move?

1. circle move left to right.

(2) When you click the mouse 5 times, what are the speed and the color of the circle?

2. the speed is 5, no color

(3) When you click the mouse 25 times, what are the speed and the color of the circle?

3. the speed is 25, the color is red.

(4) When you click the mouse 55 times, what are the speed and the color of the circle?

4. the speed is 55, the color is white.

(5) Why is it (life > width) in Line 11, instead of (life == width)?

5. because in line 10 life += 50 => life > width.

Your name in English: Taing Lyhong

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  circle(c-60, d, e-40);
  circle(c+60, d, e-40);

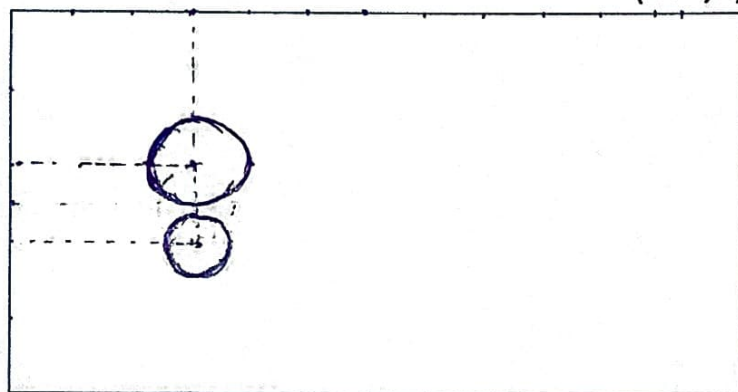
  // Object 2
  circle(c-140, d+50, e-40);
  circle(c-170, d+50, e-60);
  circle(c-110, d+50, e-60);
}
```

// P3: your answer

```
void setup(){
  size(300,600);
  float a, b, hong, ab; y;
  a = 100; b = 200;
  hong = ab = hong;
  for (int i = 10; i <= 100; i += 10) {
    y, ab = hong(100, 200); print(ab);
  }
  float hong(float x, float y) {
    circle(x, y, 100);
    x = x - 90;
    y = y - 195;
    return y/3x+5;
  }
}
```

P4 Your answer

(400,0)



(0,300)

(400,300)

// P2 : write the function mars(...).

```
void mars(float x, float y, float d) {
  x = 200, y = 100, d = 150;
  circle(x, y, d); // object 1
  circle(x+50, y, d-50);
  // object 2
  circle(x-100, y+50, d-100);
}
```

P5 Your answer

(1) Which direction does the circle move?

The circle move from Left to right.

(2) When you click the mouse 5 times, what are the speed and the color of the circle? white

When you click the mouse 5 times, the speed ^{normal} faster than before and the color of the circle is ~~red~~.

(3) When you click the mouse 25 times, what are the speed and the color of the circle?

When you click the mouse 25 times, the speed ^{faster than before} ~~normal~~ and the color of the circle is ~~white~~ ^{red}.

(4) When you click the mouse 55 times, what are the speed and the color of the circle?

When you click the mouse 55 times, the speed are more faster than before and the color is red.

(5) Why is it (life > width) in Line 11, instead of (life == width)?

Because if (life == width) the circle didn't move from left to right else
if (life > width) the circle is move from left to right.

Your name in English: La Parady

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
```

// object 2

```
float c, d, e;
c = 100; d = 150; e = 40;
circle(c, d, e);
```

// P3: your answer

```
void setup(){
  float a, b;
  size(400,100);
  a = 100;
  b = 200;
  println(a);
  if (y = 3x + 5);
  while (x = 10, 20, 30, 40, 50, 60, 70, 80, 90, 100);
  println(b);
  if (y = 3x + 5);
  while (x = 10, 20, 30, 40, 50, 60, 70, 80, 90, 100);
  return (y = 3x + 5);
}
```

// P2 : write the function mars(...).

```
void setup(){
  size(200, 250);
```

// object 1

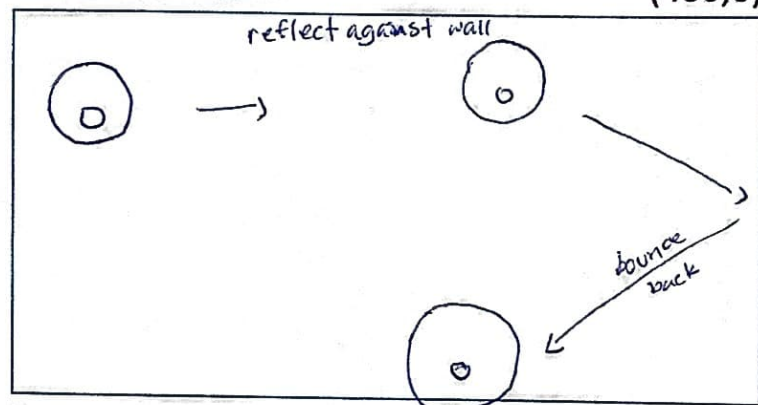
```
float a, b, c;
a = 250; b = 100; c = 100;
circle(c, b, a);
```

// object 2

```
float d, e, f;
float d, e, f;
d = 100; e = 150; f = 50;
circle(d, e, f);
```

P4 Your answer

(400,0)



(0,300)

(400,300)

P5 Your answer

(1) Which direction does the circle move?

to the right

(2) When you click the mouse 5 times, what are the speed and the color of the circle?

=> The color will be red and the speed will increase faster 5 times.

(3) When you click the mouse 25 times, what are the speed and the color of the circle?

The color will be pink and the speed will increase faster 25 times

(4) When you click the mouse 55 times, what are the speed and the color of the circle?

The color will be white and the speed will increase faster 55 times

(5) Why is it (life > width) in Line 11, instead of (life == width)?

because life = 0 is less than width.

Your name in English: Hin Sreyleak

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
```

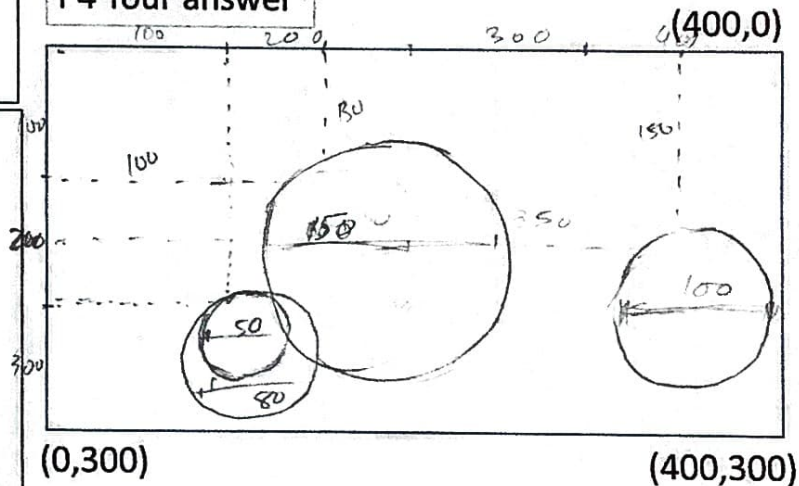
```
void setup(){
  size(400,250);
  // object 1
  float c,d,e;
  c=240; d=100; e=80;
  circle(c,d,e);
  circle(c-60,d,e-40);
  circle(c+60,d,e-40);
  // object 2
  float (x,y,z)
  x=100,y=150,z=40
  circle(x-30,y,z-20);
  circle(x,y,z);
  circle(x+30,y,z-20);
  circle(x-30,y,z-20);
  circle(x+30,y,z-20);
```

// P2 : write the function mars(...).

// P3: your answer

```
void setup(){
  size(300,600);
  for(int i = 1; i < 10; i++){
    float a,b;
    a = 100; b = 200
```

P4 Your answer



P5 Your answer

(1) Which direction does the circle move?

down

(2) When you click the mouse 5 times, what are the speed and the color of the circle?

The color is red, the speed

(3) When you click the mouse 25 times, what are the speed and the color of the circle?

The color is red

(4) When you click the mouse 55 times, what are the speed and the color of the circle?

The color is red

(5) Why is it (life > width) in Line 11, instead of (life == width)?

cuz life != 0

Your name in English: At Channa

// P1: Your answer

```
void setup(){  
  size(400,250);  
  // object 1  
  float c, d, e;  
  c = 240; d = 100; e = 80;  
  circle(c, d, e); // example
```

```
Circle(c-180, d-100, 40);  
Circle(c-300, d-100, 40);  
Circle(c-100, d-  
Circle(c+200, d-180, 40);  
Circle(c, d-100, 40);  
Circle(c+100, e, d-150, 40);  
Circle(c-70, d-150, e, 20);  
Circle(c-130, d-150, 20);  
}
```

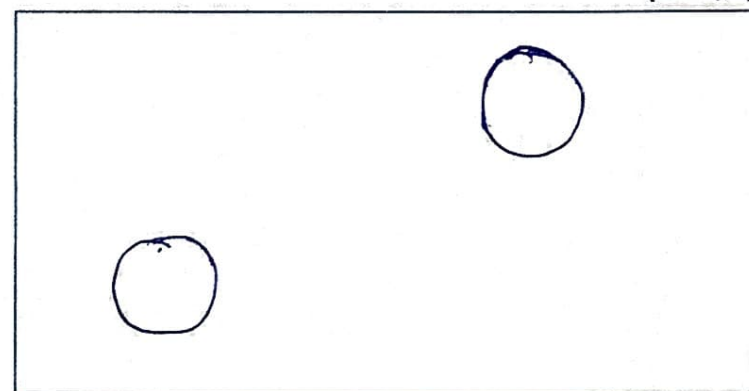
// P2 : write the function mars(...).

// P3: your answer

```
void setup(){
```

P4 Your answer

(400,0)



(0,300)

(400,300)

P5 Your answer

(1) Which direction does the circle move?

(2) When you click the mouse 5 times, what are the speed and the color of the circle?

(3) When you click the mouse 25 times, what are the speed and the color of the circle?

(4) When you click the mouse 55 times, what are the speed and the color of the circle?

(5) Why is it (life>width) in Line 11, instead of (life == width)?

Your name in English:

Touch Phanith(Computer)

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  Circle(240, 100, 80);
  Circle(180, 100, 40);
  Circle(300, 100, 40);
  Fill(255, 0, 0); option = 1;
  Circle(100, 150, 40);
  Circle(70, 150, 20);
  Circle(130, 150, 20);
}
```

// P2 : write the function mars(...).

```
void setup(){
  size(400,250);
  mars(300, 150, 150);
  mars(150, 200, 100);
  Fill(255, 255, 0);
}
```

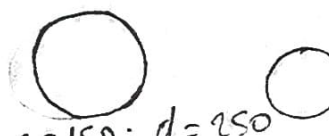
// P3: your answer

```
void setup(){
  float a, b;
  a = 100;
  b = 200;
  Println(a);
  Println(b);
}
```

P4 Your answer

(400,0)

```
void setup(){
  size(400,300);
  float a, b, c, d;
  a = 100; b = 200; c = 150; d = 250;
  if(a > b || c < d) circle(a, b, 50);
  if(a > b && c < d) circle(a, b, 80);
  a = b + c;
  if(a > b || c < d) circle(c + 200, d - 100, 100);
  if(a > b && c < d) circle(c, b - 100, 150);
  (0,300)}
(400,300)
```



P5 Your answer

- (1) Which direction does the circle move?
- (2) When you click the mouse 5 times, what are the speed and the color of the circle?
- (3) When you click the mouse 25 times, what are the speed and the color of the circle?
- (4) When you click the mouse 55 times, what are the speed and the color of the circle?
- (5) Why is it (life > width) in Line 11, instead of (life == width)?

Your name in English: pov soronsengauun

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  circle(c-60, d, e-40);
  circle(c+60, d, e-40);

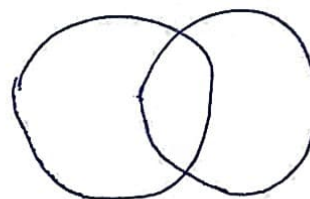
  // object 2
  circle(c-140, d+100, e-40);
  circle(c-140, d+50, e-60);
  circle(c-110, d+50, e-60);
}
```

// P3: your answer

```
void setup(){
  float a, b;
  a = 100; b = 200;
```

P4 Your answer

(400,0)



(0,300)

(400,300)

// P2 : write the function mars(...).

```
void setup(){
  size(400,250);
  float float a, b, c;
  a = 250, b = 100, c = 100;
  mars(a, b, c);
  mars(a-150, b+50, c-50);
}
```

P5 Your answer

- (1) Which direction does the circle move?
- (2) When you click the mouse 5 times, what are the speed and the color of the circle?
- (3) When you click the mouse 25 times, what are the speed and the color of the circle?
- (4) When you click the mouse 55 times, what are the speed and the color of the circle?
- (5) Why is it (life>width) in Line 11, instead of (life == width)?

Answer

- 1) the direction to do ~~to~~ move it was mousepress.
- 2) the speed ~~are~~ 5 and color is white.
- 3)
- 4)
- 5)

Your name in English: Khien Butthik Piseth

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  C = 180, d = 100, e = 40;
  C = 300, d = 100, e = 40;
```

// object 2

```
float c, d, e;
C = 100, d = 150, e = 40;
C = 70, d = 150, e = 20;
C = 130, d = 150, e = 20; }
```

// P2: write the function mars(...).

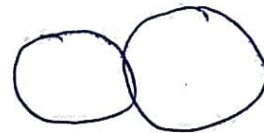
```
void setup() {
  size(400,250);
  for func(250,100,100);
  func(100,150,150); }
```

// P3: your answer

```
void setup(){
  float a, b;
  a = 100; b = 200;
  println(a); println(b);
  circle circle(a, b, y = 3x + 5);
  void draw() {
  }
```

P4 Your answer

(400,0)



(0,300)

(400,300)

P5 Your answer

(1) Which direction does the circle move?

circle(200,100,100);

(2) When you click the mouse 5 times, what are the speed and the color of the circle?

the speed are

and color (255,0,0) (255)

(3) When you click the mouse 25 times, what are the speed and the color of the circle?

the speed are

and color (255) (255,0,0)

(4) When you click the mouse 55 times, what are the speed and the color of the circle?

the speed are

and color (255) (255,0,0)

(5) Why is it (life > width) in Line 11, instead of (life == width)?

because life += 5; //

Your name in English: CHHAM BUN LENG

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  // object 1
  circle(240, 100, 80);
  circle(180, 100, 40);
  circle(300, 100, 40);
}
```

// P2 : write the function mars(...).

```
void setup(){
  size(400, 250);
  mars(250, 100, 100);
  mars(100, 150, 50);
}
```

// P3: your answer

```
void setup(){
  float a, b;
  a = 100; b = 200;
  println(a); println(b);
}
```

P4 Your answer

(400,0)

```
void setup(){
  size
```

(0,300)

(400,300)

P5 Your answer

- (1) Which direction does the circle move?
- (2) When you click the mouse 5 times, what are the speed and the color of the circle?
- (3) When you click the mouse 25 times, what are the speed and the color of the circle?
- (4) When you click the mouse 55 times, what are the speed and the color of the circle?
- (5) Why is it (life > width) in Line 11, instead of (life == width)?

Your name in English: *Som Sovannpanha*

// P1: Your answer

```
void setup(){  
  size(400,250);  
  // object 1  
  float c, d, e;  
  c = 240; d = 100; e = 80;  
  circle(c, d, e); // example  
  circle(c-60, d, e-40);  
  circle(c+60, d, e-40);  
  // object 2  
  circle(c-140, d+50, e-40);  
  circle(c-140, d+50, e-60);  
  circle(c-130, d+50, e-60);  
}
```

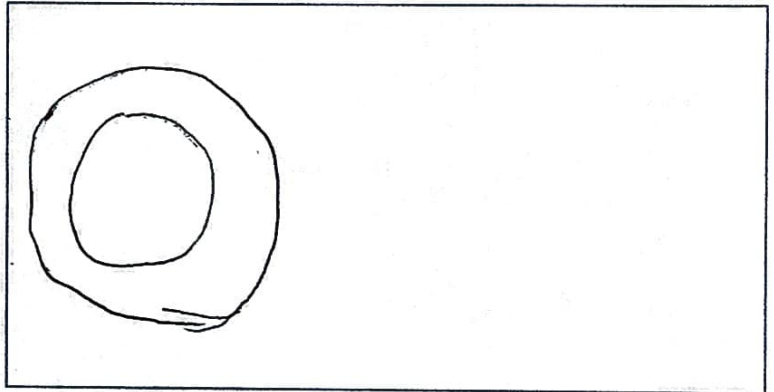
// P2 : write the function mars(...).

// P3: your answer

```
void setup(){
```

P4 Your answer

(400,0)



(0,300)

(400,300)

P5 Your answer

(1) Which direction does the circle move? → *It moves up to down.*

(2) When you click the mouse 5 times, what are the speed and the color of the circle?
→ *Normal*

(3) When you click the mouse 25 times, what are the speed and the color of the circle?
→ *Faster*

(4) When you click the mouse 55 times, what are the speed and the color of the circle?
→ *Fastest.*

(5) Why is it (life > width) in Line 11, instead of (life == width)?

→ *Because life = 200 is bigger than width = 150.*

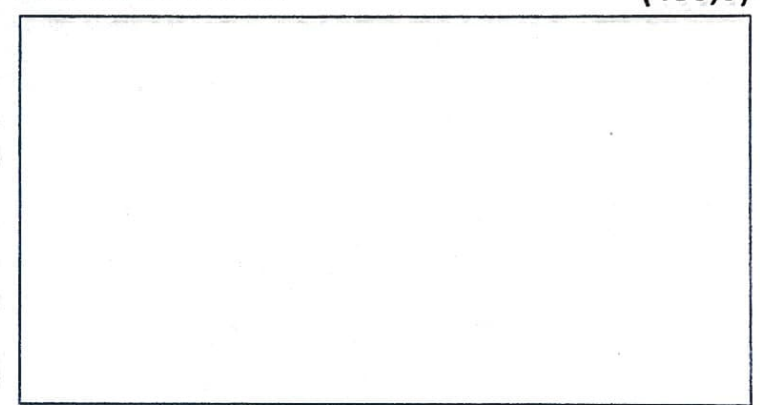
Your name in English: Chhan Sophheap 03/02/2002

```
// P1: Your answer
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  circle(240, 100, 80);
  circle(180, 100, 80);
  circle(300, 100, 80);
}
```

```
// P3: your answer
void setup(){
}
```

P4 Your answer

(400,0)



(0,300)

(400,300)

```
// P2 : write the function mars( ... ).
void setup(){
}
```

P5 Your answer

- (1) Which direction does the circle move?
- (2) When you click the mouse 5 times, what are the speed and the color of the circle?
- (3) When you click the mouse 25 times, what are the speed and the color of the circle?
- (4) When you click the mouse 55 times, what are the speed and the color of the circle?
- (5) Why is it (life>width) in Line 11, instead of (life == width)?

Your name in English: Heng Somaram

// P1: Your answer

```
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  circle(240, 100, 80);
  circle(180, 100, 40);
  circle(300, 100, 40);
  // object 2
  circle(100, 150, 40);
  circle(70, 150, 20);
  circle(120, 150, 30);
}
```

// P2 : write the function mars(...).

```
void setup() {
  size(400,250);
  // object 1
  mars(250, 100, 100);
  // object 2
  mars(100, 150, 50);
}
```

// P3: your answer

```
void setup(){
  float a, b;
  a = 100; b = 200;
  println(a);
}
```

P4 Your answer

(400,0)

```
void setup() {
  size(400,300);
  float a, b, c, d;
  a = 100; b = 200; c = 150 d = 250
  if(a > b || c < d)
    circle(a, b, 50);
  if(a > b && c < d)
    circle(a, b, 80);
}
```

(0,300) a = b + c;
if(a > b || c < d) circle(c + 200, d - 100, 100);
if(a > b && c < d) circle(c, b - 100, 150);

P5 Your answer

- (1) Which direction does the circle move?
- (2) When you click the mouse 5 times, what are the speed and the color of the circle?
- (3) When you click the mouse 25 times, what are the speed and the color of the circle?
- (4) When you click the mouse 55 times, what are the speed and the color of the circle?
- (5) Why is it (life > width) in Line 11, instead of (life == width)?

Your name in English: UN OEU SAMSAMRECH

```
// P1: Your answer
void setup(){
  size(400,250);
  // object 1
  float c, d, e;
  c = 240; d = 100; e = 80;
  circle(c, d, e); // example
  void setup() {
    size(400, 250);
  }
  // object 2
  circle(100, 150, 40);
  circle(70, 150, 20);
  circle(130, 150, 20);
}
```

// P2 : write the function mars(...).

```
1 float life, univ; siha;
2 int option = 0;
3 void setup() {
4   size(400, 250);
5   siha = 1;
6   life = 50;
7   univ = 40;
8 }
```

// P3: your answer

```
void setup(){
  size(100, 200);
  siha = 1;
}
```

P4 Your answer

(400,0)

(0,300)

(400,300)

P5 Your answer

- (1) Which direction does the circle move?
- (2) When you click the mouse 5 times, what are the speed and the color of the circle?
- (3) When you click the mouse 25 times, what are the speed and the color of the circle?
- (4) When you click the mouse 55 times, what are the speed and the color of the circle?
- (5) Why is it (life>width) in Line 11, instead of (life == width)?