khanacademy.org/computing/computer-programming/programming/resizing-with-variables/e/quiz--use-variable-expressions

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Computer programming

‹ UNIT 1: LESSON 8 ›
Bonus: Resizing with variables

Using math expressions in JS

Resizing shapes with variable expre...

Using variable expressions
100%

Challenge: Brown bear eyes

Project: Animal attack

Computing > Computer programming > Intro to JS: Drawing & Animation > Bonus: Resizing with variables

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Using variable expressions

⊞ Google Classroom

Keep going. Keep growing. 💪

6/6 correct · 130 energy pts

🔄 Try again   Up next: challenge

1.

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khanacademy.org/computing/computer-programming/programming/resizing-with-variables/pc/challenge-brown-bear-eyes

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Computer programming

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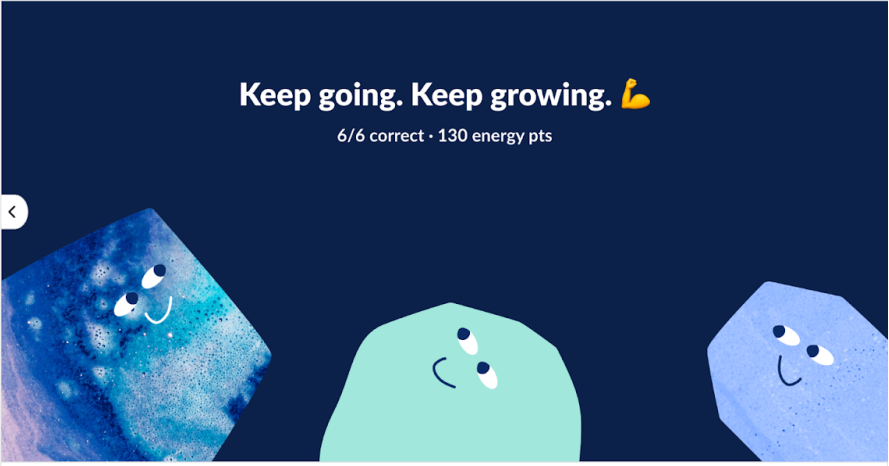Computing > Computer programming > Intro to JS: Drawing & Animation > Bonus: Resizing with variables

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What an innocent looking bear! In this challenge, you'll use him to get a little practice resizing with fractions and variables.

Try changing the values for x and y. Notice that the ears and nose move with the face, but the eyes don't.

Try changing the value for faceSize. Notice that the size of the ears and nose change with the size of the face, but the eyes don't.

```
11    ellipse(x+faceSize 2/3, y-faceSize 2/3, earSize,
      earSize);
12
13    // face
14    fill(163, 113, 5);
15    ellipse(x, y, faceSize, faceSize);
16
17
18
19    //eyes
20    fill(0, 0, 0);
21    ellipse(x-faceSize/4, y-faceSize/8, eyeSize,
      eyeSize);
22    ellipse(x+faceSize/4, y-faceSize/8, eyeSize,
      eyeSize);
23
24
25
26    //nose
27    fill(89, 52, 20);
28    ellipse(x, y+faceSize/8, faceSize*4/15, faceSize/5
      );
```

Congratulations!
You earned
2100 points!

Up next: project

2.

Screenshot 1:

Chrome File Edit View History Bookmarks Profiles Tab Window Help   Fri Jan 6 7:51 PM

Week 1B Course Material - CSC ×   Challenge: Say Your Name | Fu... ×   CSC106 JTerm Notes - Google ×   CSC 106 - Winter J Term - Goo... ×   +

khanacademy.org/computing/computer-programming/programming/functions/pc/challenge-say-your-name

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Computer programming

UNIT 1: LESSON 10
Functions

Functions

Challenge: Say Your Name

Function Parameters

Challenge: Moles in Holes

Function Return Values

Challenge: Calculator

Local and Global Variables

Keep calling it!

Now that we have it in a function, it's easy for us to call it multiple times. Call it at least 3 more times! Names everywhere!

Report a problem
Hint What's this?
____();
____();
____();
____();

```
1  var myName = function() {
2      var textX = random(0, 300);
3      var textY = random(0, 300);
4      var yourName = "Edwin";
5      fill(255, 0, 0);
6      textSize(30);
7      text("Hiiii, " + yourName, textX, textY);
8  };
9  myName();
10 myName();
11 myName();
12 myName();
```

Hiiii, Edwin
Hiiii, Edwin

Hiiii, Edwin

Hiiii, Edwin

Congratulations!
You earned
1500 points!

Up next: talkthrough

Screenshot 2:

Chrome File Edit View History Bookmarks Profiles Tab Window Help   Fri Jan 6 8:12 PM

Week 1B Course Material - CSC ×   Challenge: Moles in Holes | Fu... ×   CSC106 JTerm Notes - Google ×   CSC 106 - Winter J Term - Goo... ×   +

khanacademy.org/computing/computer-programming/programming/functions/pc/challenge-moles-in-holes

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Computer programming

UNIT 1: LESSON 10
Functions

Functions

Challenge: Say Your Name

Function Parameters

Challenge: Moles in Holes

Function Return Values

Challenge: Calculator

Local and Global Variables

drawMole(____, ____);
drawMole(____, ____);
drawMole(____, ____);

```
2      noStroke();
3      fill(125, 93, 43);
4      ellipse(moleX, moleY, 60, 60); // face
5      fill(255, 237, 209);
6      ellipse(moleX, moleY+10, 33, 28);
7      fill(0, 0, 0);
8      ellipse(moleX-10, moleY-15, 10, 10); // eyes
9      ellipse(moleX+10, moleY-15, 10, 10);
10     ellipse(moleX, moleY-5, 10, 10); // nose
11     ellipse(moleX, moleY+10, 20, 5); // mouth
12 };
13
14 background(52, 168, 83); // green grass
15 fill(0, 0, 0);
16 ellipse(200, 200, 100, 30); // holes!
17 ellipse(70, 119, 100, 30);
18 ellipse(300, 60, 100, 30);
19 ellipse(297, 350, 100, 30);
20 drawMole(200, 200);
21 drawMole(70, 120);
22 drawMole(310, 56);
23 drawMole(303, 336);
```

Congratulations!
You earned
1500 points!

Undo   Start over   Step 3/3   Spin-off

All changes saved.

Up next: talkthrough

5.

Question Fun 1: B

Question Fun 2: B

Question Fun 3: A

Question Fun 4: C

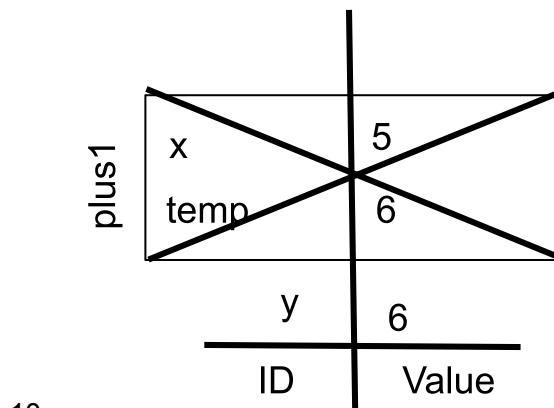Question Min 1: The right hand is shifted six times to the right and lands on the 7th position.

Question Min 2: I'm guessing that the issue with this code is that it will rever reach stop because it will continuously jump to line 1 and keep shifting the right hand to the right without stopping.

Question Min 3: The right hand will keep shifting to the right until it hits the 7th position.

Question Min 4: The right hand is moved to the 7th position. The left hand moves to the right and lands on the 1st position. The right hand moves to the left and lands on the 6th position. Both hands will keep moving until the card on the left hand is in a greater position than the right hand. The result ends with the left hand on the 4th position and the right hand on the 3rd position.

Question Min 5: The left hand and right hand will always be in the same position and will keep moving to the right until it hits a card with the value of 9. There is a problem when there isn't a card with the value of 9 in the row which will cause the program to never stop.

6. https://www.khanacademy.org/computer-programming/hernandez-zanella_dancingbitmoj ifun/6119325924114432

7. https://www.khanacademy.org/computer-programming/hernandez-zanella_racingbitmojif un/4593936782114816

8. https://www.khanacademy.org/computer-programming/hernandez-zanella_resizebitmoji/ 5135592723103744

9. https://youtu.be/bubRkUlnlTU

10.

11. https://docs.google.com/document/d/1hbFmhHIxLGEEooj-I4qgJnQ-Pce19zezxy4FucUH MT4/edit