**Let's Get Started, Coder!!**

**Fill the following Document**

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1. Which one of the following is an Imperative Language?

* HTML
* CSS
* Java Script

Answer:

Java Script

2. Which one of the following is a Declarative Language?

* HTML
* CSS
* Java Script

Answer:

HTML,CSS

3. Name two uses of a DIV tag?

Answer:

1. The div tag is known as Division tag. The div tag is used in HTML to make divisions of content in the web page like (text, images, header, footer, navigation bar, etc). Div tag has both open(<div>) and closing (</div>) tag and it is mandatory to close the tag.

2. The <div> tag is used as a container for HTML elements - which is then styled with CSS or manipulated with JavaScript.

4. What is the difference between relative positioning and absolute positioning in HTML?

Answer:

**Relative - the element is positioned relative to its normal position. Absolute - the element is positioned absolutely to its first positioned parent.**

5. What is the use of opacity in CSS?

Answer:

The opacity CSS property sets the opacity of an element. Opacity is the degree to which content behind an element is hidden, and is the opposite of transparency.

6. Which is the programming language used in the React Native Framework?

Answer:

HTML

7. Which online editor are we using for creating our apps in React Native Framework?

Answer:

SNACK

8. Write the steps to test your first designed app in the online editor on mobile.

Answer:

p5.js

9. What is the use of the render function in React Native Framework?

Answer:

The Render Function

The ReactDOM. render() function takes two arguments, HTML code and an HTML element. The purpose of the function is to display the specified HTML code inside the specified HTML element.

10. What is the use of the return function in the React Native Framework?

Answer:

Whatever a function component returns is rendered as a React element. React elements let you describe what you want to see on the screen. Here the Cat component will render a <Text> element: const Cat = () => { return <Text>Hello, I am your cat!

11. What are the various components in your first app that you designed?

Answer:

const Engine = Matter.Engine;

const World = Matter.World;

const Bodies = Matter.Bodies;

const Constraint = Matter.Constraint;

engine = Engine.create();

world = engine.world;

rope = new Rope(hero.body, { x: 500, y: 50 });

Engine.update(engine);

ground.display();

box1.display();

box2.display();

box3.display();

box4.display();

box5.display();

box6.display();

box7.display();

box8.display();

box9.display();

box10.display();

box11.display();

box12.display();

box13.display();

box14.display();

box15.display();

// box16.display();

box17.display();

box18.display();

box19.display();

box20.display();

box21.display();

box22.display();

box23.display();

box24.display();

box25.display();

box26.display();

box27.display();

box28.display();

hero.display();

rope.display();

monster.display();

}

function mouseDragged(){

Matter.Body.setPosition(hero.body,{x:mouseX,y:mouseY});

}

class Monster {

constructor(x,y,r)

{

var options = {

density: 5,

frictionAir: 0

};

this.x=x;

this.y=y;

this.r=r;

this.image=loadImage("monster1.png");

this.body=Bodies.circle(this.x, this.y, (this.r)/2, options)

World.add(world, this.body);

}

display()

{

var santaPos=this.body.position;

push()

translate(santaPos.x, santaPos.y-100);

rectMode(CENTER)

fill(255,0,255)

imageMode(CENTER);

image(this.image, 0,0,this.r, this.r)

pop()

}

}

bodyA: bodyA,

pointB: pointB,

stiffness: 1.2,

length: 450,

this.rope = Constraint.create(options);

attach(body) {

this.rope.bodyA = body;

}

fly() {

this.rope.bodyA = null;

}

display() {

if (this.rope.bodyA) {

var pointA = this.rope.bodyA.position;

var pointB = this.pointB;

push();

stroke(48, 22, 8);

strokeWeight(0);

line(pointB.x, pointB.y, pointA.x, pointA.y);

pop();

}

}

}

var options = {

isStatic: true

}