

P5 Quiz for Unit 1

Questions: Multiple Choice. Click on the best choice for your responses.

Name

Talent Section

1. What command draws a rectangle?
 - a. `rec(10, 20, 100, 200);`
 - b. `rect(10, 20, 100, 200);`
 - c. `rectangle(10, 20, 100, 200);` X
 - d. `ellipse(10, 20, 40, 40);`
2. What command colors the background of your canvas?
 - a. Background x
 - b. `Var = color`
 - c. `endShape`
 - d. Fill
3. What command removes the outlines from shapes?
 - a. `noOutline();`
 - b. `noBorder();`
 - c. `noColor();`
 - d. `noStroke();` x
4. What command draws a perfect circle?
 - a. `ellipse(80, 60, 100, 105);`
 - b. `ellipse(80, 60, 80, 160);`
 - c. `ellipse(80, 60, 100,100);` x
 - d. `ellipse(80, 60, 105, 100);`
5. What command colors a shape?
 - a. `color(43, 255, 0);`
 - b. `fill(43, 255, 0);` x
 - c. `bucket(43, 255, 0);`
 - d. `bucket(43, 255,43);`
6. What commands draws a line?
 - a. `stroke(200, 200, 275,220)`
 - b. `horizontal(200, 250, 260, 135);`
 - c. `line(200, 220,275,220);` x
 - d. `pencil(200, 200, 245, 220);`
7. What punctuation is at the end of a line of code?
 - a. `#`(hash tag symbol)
 - b. `)` end parenthesis symbol
 - c. `;` semi colon x
 - d. `>`greater than symbol

8. The “stroke” command means
 - a. Color inside the shape
 - b. Color of blocks
 - c. Color outside shape
 - d. Border x
9. What does the “fill” command do?
 - a. Put letters in the shape
 - b. Put color in the shape x
 - c. Put pictures in the shape
 - d. Put code in the shape
10. Any code that is within the following draw function: `draw = function () {...}`
 - a. Will be performed twice
 - b. Will be performed once x
 - c. Will not be performed
 - d. Will be performed over and over
11. A variable is used to:
 - a. Store a value in memory x
 - b. Store a value that does not change
 - c. Draw a circle
 - d. Draw a rectangle
12. In a programming language, _____ are used to store data values
 - a. Tags
 - b. Files
 - c. Codes
 - d. Variables X
13. JavaScript uses the _____ keyword to define and assign variables
 - a. Vrb
 - b. Vari
 - c. Var x
 - d. Va
14. This saves a value, which can then be assigned when writing code
 - a. Parameter
 - b. Variable x
 - c. Function
 - d. argument
15. The area where all drawn graphics are displayed is known as the
 - a. Console
 - b. Variable
 - c. Canvas x
 - d. Palate
16. How many parameters are there in the code for drawing a line in P5.js? (Hint: you need to points to draw a line)
 - a. 5

- b. 4 x
- c. 1
- d. 2

17. Which is the correct syntax for drawing a rectangle?

- a. Rect(x, y, width, height);
- b. rect(width, height, x, y);
- c. rect(x, y, width, height); x
- d. rect(x1, x2, y1, y2, width, height);

18. What is the height of the following shape? ellipse(70, 120, 150, 180);

- a. 70
- b. 150
- c. 120
- d. 180 x

19. What is the y coordinate of the following shape? ellipse(70, 120, 150, 180);

- a. 70
- b. 150
- c. 120 x
- d. 180

20. _____ are lines of code that perform specific tasks.

- a. Parameters
- b. Functions x
- c. Variables
- d. methods