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?

1. rec(10, 20, 100, 200);
2. rect(10, 20, 100, 200);
3. rectangle(10, 20, 100, 200); X
4. ellipse(10, 20, 40, 40);

2. What command colors the background of your canvas?

1. Background x
2. Var = color
3. endShape
4. Fill

3. What command removes the outlines from shapes?

1. noOutline();
2. noBorder();
3. noColor();
4. noStroke(); x

4. What command draws a perfect circle?

1. ellipse(80, 60, 100, 105);
2. ellipse(80, 60, 80, 160);
3. ellipse(80, 60, 100,100); x
4. ellipse(80, 60, 105, 100);

5. What command colors a shape?

1. color(43, 255, 0);
2. fill(43, 255, 0); x
3. bucket(43, 255, 0);
4. bucket(43, 255,43);

6. What commands draws a line?

1. stroke(200, 200, 275,220)
2. horizontal(200, 250, 260, 135);
3. line(200, 220,275,220); x
4. pencil(200, 200, 245, 220);

7. What punctuation is at the end of a line of code?

1. #(hash tag symbol)
2. ) end parenthesis symbol
3. ; semi colon x
4. >greater than symbol

8. The “stroke” command means

1. Color inside the shape
2. Color of blocks
3. Color outside shape
4. Border x

9. What does the “fill” command do?

1. Put letters in the shape
2. Put color in the shape x
3. Put pictures in the shape
4. Put code in the shape

10. Any code that is within the following draw function: draw = function () {....}

1. Will be performed twice
2. Will be performed once x
3. Will not be performed
4. Will be performed over and over

11. A variable is used to:

1. Store a value in memory x
2. Store a value that does not change
3. Draw a circle
4. Draw a rectangle

12. In a programming language,\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_are used to store data values

1. Tags
2. Files
3. Codes
4. Variables X

13. JavaScript uses the\_\_\_\_\_\_\_\_\_\_\_\_\_\_keyword to define and assign variables

1. Vrb
2. Vari
3. Var x
4. Va

14. This saves a value, which can then be assigned when writing code

1. Parameter
2. Variable x
3. Function
4. argument

15. The area where all drawn graphics are displayed is known as the

1. Console
2. Variable
3. Canvas x
4. Palate

16. How many parameters are there in the code for drawing a lin in P5,js? (Hint: you need to points to draw a line)

1. 5
2. 4 x
3. 1
4. 2

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

1. Rect(x, y, width, height);
2. rect(width, height, x, y);
3. rect(x, y, width, height); x
4. rect(x1, x2, y1, y2, width, height);

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

1. 70
2. 150
3. 120
4. 180 x

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

1. 70
2. 150
3. 120 x
4. 180

20. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_are lines of code that perform specific tasks.

1. Parameters
2. Functions x
3. Variables
4. methods