

Name the method based on the following description-

- 1) Changes the dimensions of the screen: \_\_\_\_\_
- 2) Used to draw round objects: \_\_\_\_\_
- 3) Changes the outside border of an object: \_\_\_\_\_
- 4) Changes the thickness of the outside border of an object: \_\_\_\_\_
- 5) Used in between beginShape() and endShape() to draw irregular shapes: \_\_\_\_\_
- 6) This method runs once at the beginning of a sketch: \_\_\_\_\_
- 7) This method runs continuously to allow for animation: \_\_\_\_\_
- 8) This one method is used to draw a two dimensional, 4 sided object that is not a rectangle: \_\_\_\_\_

Describe what the following methods do-

- |                          |                        |
|--------------------------|------------------------|
| 9) background() - _____  | 13) endShape() - _____ |
| 10) rect() - _____       | 14) arc() - _____      |
| 11) fill() - _____       | 15) rectMode() - _____ |
| 12) beginShape() - _____ | 16) box() - _____      |

Use the box to the right to draw what the following code produces:

You can assume all segments start with the following size(400,400); and background(255);

<pre>noFill();  stroke(0); ellipse(200,200,70,70); ellipse(100,100,50,50); ellipse(300,100,50,50);</pre>	
<pre>fill(0); rect(200,200,100,100); triangle(200,200,300,200,250,100);</pre>	
<pre>noFill(); beginShape(); vertex(50,50); vertex(100,50); vertex(50,100); vertex(100,100); endShape();</pre>	

What are the four variables that processing creates for you when you run a sketch? \_\_\_\_\_

What method runs once at the beginning of the sketch in dynamic mode? \_\_\_\_\_

What method runs as long as the sketch is active in dynamic mode? \_\_\_\_\_

Finish writing the Processing command for the following arcs:



```
arc(width/2,height/2,100,100,____,____);
```



```
arc(width/2,height/2,100,100,____,____);
```



```
arc(width/2,height/2,100,100,____,____);
```

Write the color for the following fill commands:

17) fill(255,0,0); \_\_\_\_\_

18) fill(0,255,0); \_\_\_\_\_

19) fill(0,0,255); \_\_\_\_\_

20) fill(255,255,0); \_\_\_\_\_

21) fill(255,0,255); \_\_\_\_\_

22) fill(255); \_\_\_\_\_

Write the code to produce the following shapes:

	
	
	
	