**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-**

1. background() - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. rect() - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. fill() - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. beginShape() - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
5. endShape() - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
6. arc() - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
7. rectMode() - \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
8. 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);

|  |  |
| --- | --- |
| noFill();  stroke(0); ellipse(200,200,70,70); ellipse(100,100,50,50); ellipse(300,100,50,50); | 2014-01-15_094743.bmp |
| fill(0); rect(200,200,100,100); triangle(200,200,300,200,250,100); | 2014-01-15_094743.bmp |
| noFill(); beginShape(); vertex(50,50); vertex(100,50); vertex(50,100); vertex(100,100); endShape(); | 2014-01-15_094743.bmp |

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:**

1. fill(255,0,0); \_\_\_\_\_\_\_\_\_\_\_\_
2. fill(0,255,0); \_\_\_\_\_\_\_\_\_\_\_\_
3. fill(0,0,255); \_\_\_\_\_\_\_\_\_\_\_\_
4. fill(255,255,0); \_\_\_\_\_\_\_\_\_\_\_\_
5. fill(255,0,255); \_\_\_\_\_\_\_\_\_\_\_\_
6. fill(255); \_\_\_\_\_\_\_\_\_\_\_

**Write the code to produce the following shapes:**

|  |  |
| --- | --- |
|  | 2014-01-15_095541.bmp |
|  | 2014-01-15_100955.bmp |
|  | 2014-01-15_095822.bmp |
|  | 2014-01-15_100509.bmp |