Introduction To Python – Quiz 7

Q1) What is the right way to play background music in your program?

1. # Play Music

pygame.mixer.music.load('funky\_space\_music.mp3')

pygame.mixer.music.play(-1, 0.0)

1. # Play a beep!

soundObj = pygame.mixer.Sound('beep.wav')

soundObj.play() # Play sound one time

Q2) These two lines of code will draw **the same shape** on the screen:

pygame.draw.rect(DISPLAYSURF, RED, (100, 100, 100, 100))

pygame.draw.polygon(DISPLAYSURF, RED, ((100,100), (200, 100), (200, 200), (100, 200)))

1. True
2. False

Q3) These two lines of code will draw **the same shape** on the screen:

pygame.draw.rect(DISPLAYSURF, RED, (100, 100, 100, 100))

pygame.draw.polygon(DISPLAYSURF, RED, ((100,100), (100, 200), (200, 100), (200, 200)))

1. True
2. False

Q4) I have a cat drawing program on my computer. My cat drawing program has a loop in it that looks like this:

while True: # the main game loop

    DISPLAYSURF.fill(WHITE)

    catx += 5

    DISPLAYSURF.blit(catImg, (catx, caty))

    for event in pygame.event.get():

        if event.type == QUIT:

            pygame.quit()

            sys.exit()

    pygame.display.update()

    fpsClock.tick(FPS)

What direction will the cat move?

1. Left
2. Right
3. Up
4. Down

Q5) Think about the code from **Q4 (above)**....what will happen when the cat gets to the edge of the window?

1. The cat will stop
2. The program will crash
3. The cat will disappear

Q6) Draw a line between each piece of code and the job it does

|  |  |  |
| --- | --- | --- |
| *pygame.mixer.music.load('funky\_space\_music.mp3')*  *pygame.mixer.music.play(-1, 0.0)* |  | Play background music twice |
| *soundObj = pygame.mixer.Sound('beep.wav')*  *soundObj.play()* |  | Play background music forever |
| *pygame.mixer.music.load('funky\_space\_music.mp3')*  *pygame.mixer.music.play(2, 0.0)* |  | Play a sound once |
| *fontObj = pygame.font.Font('freesansbold.ttf', 32)*  *textSurfaceObj = fontObj.render('Let\'s Play!', True, GREEN, BLUE)*  *textRectObj = textSurfaceObj.get\_rect()*  *textRectObj.center = (200, 150)* |  | Make the words “Let’s play!” appear in green on a blue background |
| *TRANSPARENT\_RED = (255, 0, 0, 0)*  *ALPHASURF = DISPLAYSURF.convert\_alpha()*  *pygame.draw.rect(ALPHASURF, TRANSPARENT\_RED, (100, 100, 100, 100))*  *DISPLAYSURF.blit(ALPHASURF, (0,0))* |  | This code will draw a transparent (see through) red square |
| *TRANSPARENT\_RED = (255, 0, 0, 128)*  *ALPHASURF = DISPLAYSURF.convert\_alpha()*  *pygame.draw.rect(ALPHASURF, TRANSPARENT\_RED, (100, 100, 100, 100))*  *DISPLAYSURF.blit(ALPHASURF, (0,0))* |  | This code will draw nothing! The red square is invisible |