

Warm up quiz -QnA 1

Select the line of code that declares a variable score and initializes it to zero.

A. `const score = 0;`

B. `var score = 0;`

C. `var score(0);`

D. `var score;`

Answer: B

Explanations: `var score = 0;` Declares and assigns an initial value to a variable.

Warm up quiz -QnA 2

Select the line of code to display the message "Game Over!" on the canvas at x position 160 and y position 160.

A. `display("Game Over!",160,160);`

B. `show("Game Over!",160,160);`

C. `text("Game Over!",160,160);`

D. `message("Game Over!",160,160);`

Answer: C

Explanations: Draws text onto the display positioned at x and y. `textFont()`, `textSize()`, `stroke()` etc can be used to format the text shown.

Wrap up quiz -1

1. Which of these is the correct function to detect a key press?

A. `mouseOver(sprite);`

B. `keypressed() = true;`

C. `mousePressedOver();`

D. `keydown()`

Answer: Option D

`keydown()` is the correct function to detect a key press.

Wrap up quiz -2

2. When we write our code on our own computer, what is it called?

A. setting up a local environment

B. hosting a game

C. setting up a server

D. sharing the game online

Answer: Option A

When we write our code on our own computer, it is known as setting up a local environment.

Wrap up quiz - 3

3. When we host a game on GitHub we create a _____.

A. reservatory

B. reservoir

C. depository

D. repository

Answer: Option D

When we host a game on GitHub we create a repository.