

1	<p>Read the code below and make a prediction.</p> <ul style="list-style-type: none"> What will show on the screen? Where will it be displayed? <p>"Hello" will be at the left middle "everyone!" will be to the right and 100px lower than "Hello"</p> <pre> 1 text("hello", 10, 200); 2 3 text("everyone!", 200, 300); </pre>	2	3
4a	<pre> 1 var prisoner = createSprite(200, 200); 2 prisoner.setAnimation("snake"); 3 background("lightpink"); 4 drawSprites(); 5 noStroke(); 6 fill("darkgrey"); 7 rect(40, 0, 20, 400); 8 rect(140, 0, 20, 400); 9 rect(240, 0, 20, 400); 10 rect(340, 0, 20, 400); 11 fill("black"); 12 textSize(50); 13 text("Greetingssss", 50, 100); 14 </pre>	4b	5

```

1 background("lightyellow");
2 text("Hello", 50, 200);
3 text("World", 60, 220);
4

```

```

1 background("lightblue");
2 textSize(20);
3 text("small", 170, 100);
4 textSize(40);
5 text("medium", 130, 200);
6 textSize(80);
7 text("large", 120, 300);
8

```

```

1 var prisoner = createSprite(200, 200);
2 prisoner.setAnimation("snake");
3 background("lightpink");
4 drawSprites();
5 noStroke();
6 fill("darkgrey");
7 rect(40, 0, 20, 400);
8 rect(140, 0, 20, 400);
9 rect(240, 0, 20, 400);
10 rect(340, 0, 20, 400);
11 fill("black");
12 textSize(50);
13 text("Greetingssss", 50, 100);
14

```

```

1 var backdrop = createSprite(200, 200);
2 backdrop.setAnimation("city");
3 var flybot = createSprite(100, 250);
4 flybot.setAnimation("fly_bot");
5 var wingbot = createSprite(300, 150);
6 wingbot.setAnimation("wing_bot");
7 var speech1 = createSprite(120, 80);
8 speech1.setAnimation("speechLeft");
9 var speech2 = createSprite(280, 310);
10 speech2.setAnimation("speechDown");
11
12 drawSprites();
13 textSize(20);
14 stroke("black");
15 text("What has", 60, 40);
16 text("wheels and flies,", 40, 65);
17 text("but is not an", 50, 90);
18 text("aircraft?", 70, 115);
19 text("A garbage truck!", 220, 320);
20

```

```

1 var grass = createSprite(200, 200);
2 grass.setAnimation("floating_grass");
3 var alien = createSprite(180, 100);
4 alien.setAnimation("alien");
5 alien.scale = 1.3;
6 var robot = createSprite(300, 300);
7 robot.setAnimation("robot");
8 robot.scale = 0.2;
9 drawSprites();
10 textSize(20);
11 text("Who is That?", 15, 100);
12 textSize(30);
13 text("Hello any one There", 100, 250);
14

```

6a

```
1 var sky = createSprite(200, 200);  
2 sky.setAnimation("rainbow");  
3 drawSprites();  
4 textSize(50);  
5 fill("red");  
6 text("Rainbows", 30, 50);  
7 fill("orange");  
8 text("in the", 70, 100);  
9 fill("green");  
10 text("sky...", 110, 150);  
11
```

6b

```
1 fill("white");  
2 stroke("black");  
3 strokeWeight(3);  
4 textSize(20);  
5 text("Four score and seven years ago...", 30, 200);  
6
```

6c

```
1 textSize(50);  
2 fill("black");  
3 text("Four score and seven years ago...", 30, 100, 300, 300);  
4
```