





<p>1</p> <p>As the value of counter increases the text of the number in bottom left will also get bigger</p> <pre> 1 var counter = 0; 2 3 function draw() { 4   background("white"); 5   textSize(counter); 6   text(counter, 0, 400); 7   counter = counter + 1; 8 } </pre>	<p>2</p> <p>Video – Do watch really helps</p>	<p>3</p> <pre> 1 var jet = createSprite(350, 350); 2 jet.setAnimation("jet"); 3 var plane = createSprite(50, 200); 4 plane.setAnimation("plane"); 5 6 function draw() { 7   background("skyblue"); 8   //move the jet up 9   plane.x = plane.x + 3; 10  jet.y = jet.y - 3; 11  //move the plane over 12  // ADD YOUR CODE HERE 13  drawSprites(); 14 } 15 </pre>
<p>4</p> <pre> 1 var fly = createSprite(350, 200); 2 fly.setAnimation("fly"); 3 4 function draw() { 5   background("skyblue"); 6   // Move the fly a bit to the left 7   // each time the draw loop is run. 8   fly.x = fly.x - 2; 9 10  drawSprites(); 11 } 12 </pre>	<p>5</p> <pre> 1 var mouse = createSprite(50, 50); 2 mouse.setAnimation("mouse"); 3 mouse.scale = 0.5; 4 5 function draw() { 6   background("lightgreen"); 7   mouse.x = mouse.x + 2; 8   mouse.y = mouse.y + 2; 9   drawSprites(); 10 } 11 </pre>	<p>6</p> <p>Read this program and predict which of the following animations will be produced.</p> <p><input type="radio"/> A.</p>  <p><input type="radio"/> B.</p>  <p><input type="radio"/> C.</p>  <p><input type="radio"/> D.</p> 

7  
a

```
1 var pan = createSprite(200, 200);  
2 pan.setAnimation(▼ "pan");  
3  
4 function draw() {  
5   background(▼ "palegreen");  
6   pan.rotation = pan.rotation + 2;  
7   drawSprites();  
8 }  
9
```

7  
b

```
1 var cycle = createSprite(0, 400);  
2 cycle.setAnimation(▼ "motorcycle");  
3 cycle.rotation = 45;  
4  
5 function draw() {  
6   background(▼ "lightgrey");  
7   cycle.x = cycle.x + 10;  
8   cycle.y = cycle.y + -10;  
9   drawSprites();  
10 }  
11
```

7c

```
1 var blueGear = createSprite(100, 220);  
2 blueGear.setAnimation(▼ "blue_gear");  
3  
4 var greenGear = createSprite(183, 298);  
5 greenGear.setAnimation(▼ "green_gear");  
6  
7 var redGear = createSprite(185, 145);  
8 redGear.setAnimation(▼ "red_gear");  
9  
10 function draw() {  
11   background(▼ "white");  
12   redGear.rotation = redGear.rotation + 5;  
13   greenGear.rotation = greenGear.rotation + 5;  
14   blueGear.rotation = blueGear.rotation - 5;  
15   drawSprites();  
16 }  
17
```

8

```

1 var orangeFish = createSprite(400, randomNumber(0, 100));
2 orangeFish.setAnimation(▼"orange_fish");
3 var blueFish = createSprite(250, randomNumber(0, 200));
4 blueFish.setAnimation(▼"blue_fish");
5 var greenFish = createSprite(300, randomNumber(200, 300));
6 greenFish.setAnimation(▼"green_fish");
7
8 function draw() {
9   // Draw Background
10  background(▼"navy");
11
12  // Update Values
13  orangeFish.x = orangeFish.x - 2;
14  blueFish.x = blueFish.x - 5;
15  greenFish.x = greenFish.x - 1;
16  // Draw Animations
17  drawSprites();
18
19 }

```

9  
a

```

1 var orangeFish = createSprite(400, randomNumber(0, 100));
2 orangeFish.setAnimation(▼"orange_fish");
3 var blueFish = createSprite(250, randomNumber(0, 200));
4 blueFish.setAnimation(▼"blue_fish");
5 var greenFish = createSprite(300, randomNumber(200, 300));
6 greenFish.setAnimation(▼"green_fish");
7
8 function draw() {
9   // Draw Background
10  background(▼"navy");
11
12  // Update Values
13  orangeFish.x = orangeFish.x - 2;
14  blueFish.x = blueFish.x - 5;
15  greenFish.x = greenFish.x - 1;
16  orangeFish.rotation = randomNumber(-5, 5);
17  blueFish.rotation = randomNumber(-5, 5);
18  greenFish.rotation = randomNumber(-5, 5);
19  // Draw Animations
20  drawSprites();
21
22 }

```

9  
b

```

1 var orangeFish = createSprite(400, randomNumber(0, 100));
2 orangeFish.setAnimation(▼"orange_fish");
3 var blueFish = createSprite(250, randomNumber(0, 200));
4 blueFish.setAnimation(▼"blue_fish");
5 var greenFish = createSprite(300, randomNumber(200, 300));
6 greenFish.setAnimation(▼"green_fish");
7 var height = 450;
8
9 function draw() {
10  // Draw Background
11  background(▼"navy");
12
13  // Update Values
14  orangeFish.x = orangeFish.x - 2;
15  blueFish.x = blueFish.x - 5;
16  greenFish.x = greenFish.x - 1;
17  orangeFish.rotation = randomNumber(-5, 5);
18  blueFish.rotation = randomNumber(-5, 5);
19  greenFish.rotation = randomNumber(-5, 5);
20  noFill();
21  strokeWeight(3);
22  stroke(▼"white");
23  ellipse(50, height - 30, 15, 15);
24  ellipse(150, height, 15, 15);
25  ellipse(250, height - 50, 15, 15);
26  height = height - 1;
27  // Draw Animations
28  drawSprites();
29
30 }

```