

<p>1</p> <p>Which result will be printed in the console by this program?</p> <ul style="list-style-type: none"> <input checked="" type="radio"/> A. true false true <input type="radio"/> B. 0 200 100 <input type="radio"/> C. true error true <input type="radio"/> D. false true false 	<p>2</p> <p>Video – Do watch really helps</p>	<p>3</p> <table border="1"> <tr> <td>Is the dog sprite's rotation less than the cat sprite's rotation?</td> <td><code>dog.rotation < cat.rotation</code></td> </tr> <tr> <td>Is the dog sprite's x less than the cat sprite's x?</td> <td><code>dog.x < cat.x</code></td> </tr> <tr> <td>Is the dog sprite's scale greater than the cat sprite's scale?</td> <td><code>dog.scale > cat.scale</code></td> </tr> <tr> <td>Is the dog sprite's x greater than the cat sprite's x?</td> <td><code>dog.x > cat.x</code></td> </tr> <tr> <td>Is the dog sprite's x equal to the cat sprite's x?</td> <td><code>dog.x == cat.x</code></td> </tr> </table>	Is the dog sprite's rotation less than the cat sprite's rotation?	<code>dog.rotation < cat.rotation</code>	Is the dog sprite's x less than the cat sprite's x?	<code>dog.x < cat.x</code>	Is the dog sprite's scale greater than the cat sprite's scale?	<code>dog.scale > cat.scale</code>	Is the dog sprite's x greater than the cat sprite's x?	<code>dog.x > cat.x</code>	Is the dog sprite's x equal to the cat sprite's x?	<code>dog.x == cat.x</code>
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<p>4</p> <pre> 1 var finishLine = createSprite(40, 200); 2 finishLine.setAnimation("finish_line"); 3 4 var raceCar = createSprite(400, 200); 5 raceCar.setAnimation("race_car"); 6 7 function draw() { 8 // Draw Background 9 background("white"); 10 11 // Update 12 raceCar.x = raceCar.x - 2; 13 console.log(raceCar.x); 14 15 // Draw Animations 16 drawSprites(); 17 } </pre>	<p>5</p> <pre> 1 var finishLine = createSprite(40, 200); 2 finishLine.setAnimation("finish_line"); 3 4 var raceCar = createSprite(400, 200); 5 raceCar.setAnimation("race_car"); 6 7 function draw() { 8 // Draw Background 9 background("white"); 10 11 // Update 12 raceCar.x = raceCar.x - 2; 13 if (raceCar.x < 100) { 14 console.log("Winner!"); 15 } 16 // Draw Animations 17 drawSprites(); 18 } </pre>	<p>6</p> <p>Video – Do watch really helps</p>										

7

```

1 var fruit = createSprite(200, 200);
2 fruit.setAnimation(▼ "apple");
3 fruit.scale = 0.1;
4
5 function draw() {
6   // Draw Background
7   background(▼ "white");
8
9   // Update Values
10  fruit.scale = fruit.scale + 0.01;
11
12  if ( fruit.scale > 2 ) {
13    fruit.setAnimation(▼ "pear");
14  }
15
16  // Draw Animations
17  drawSprites();
18 }

```

8

a

```

1 // Modify these sprites so that all of the
2 // console.log() commands print true
3 var sprite1 = createSprite(160, 200);
4 sprite1.setAnimation(▼ "apple");
5 sprite1.rotation = 30;
6 sprite1.scale = 1.5;
7
8 var sprite2 = createSprite(100, 100);
9 sprite2.setAnimation(▼ "carrot");
10 sprite2.rotation = 35;
11 sprite2.scale = 1.5;
12
13 // Don't edit the following (I'm serious!!!)
14 console.log( "Comparison 1: " + (sprite2.x == sprite2.y) );
15 console.log( "Comparison 2: " + (sprite2.rotation < 40) );
16 console.log( "Comparison 3: " + (sprite1.scale == sprite2.scale) );
17 console.log( "Comparison 4: " + (sprite1.x > 150) );
18 console.log( "Comparison 5: " + (sprite2.y < 200) );
19
20 drawSprites();

```

8b

```

1 var soup = createSprite(200, 200);
2 soup.setAnimation(▼ "stew");
3
4 function draw() {
5   background(▼ "lightgreen");
6   soup.rotation = soup.rotation + 3;
7   if ( soup.rotation > 170 ) {
8     soup.setAnimation(▼ "bowl");
9   }
10  drawSprites();
11 }
12

```

8
c

```
1 var scene = createSprite(200, 200);
2 scene.setAnimation(▼"background");
3
4 var spaceship = createSprite(200, 200);
5 spaceship.setAnimation(▼"spaceship");
6
7 var alien = createSprite(300, 350);
8 alien.setAnimation(▼"alien standing");
9
10 function draw() {
11   spaceship.y = spaceship.y - 3;
12
13   // When the spaceship reaches the top of the s
14   if (spaceship.y < 100) {
15     alien.rotation = randomNumber(-10, 10);
16   }
17   drawSprites();
18 }
19
```

9

```
1 var backdrop = createSprite(200, 200);
2 backdrop.setAnimation(▼"sci-fi");
3 var dinosaur = createSprite(200, 350);
4 dinosaur.scale = 0.2;
5 dinosaur.setAnimation(▼"tyrannosaurus");
6
7 function draw() {
8   //move the dinosaur up
9   dinosaur.y = dinosaur.y - 5;
10
11   //if it gets to the sky, turn it into a pterodactyl
12   if (dinosaur.y < 200) {
13     dinosaur.setAnimation(▼"pterodactyl");
14   }
15
16   //draw everything
17   drawSprites();
18 }
19
```

10
a

```
1 var balloon = createSprite(200, 200);
2 balloon.setAnimation(▼"balloon");
3 balloon.scale = 0.1;
4
5 function draw() {
6   // Draw Background
7   background(▼"white");
8
9   // Update Values
10  balloon.scale = balloon.scale + 0.001;
11  if (balloon.scale > 0.3) {
12    balloon.setAnimation(▼"pop");
13    balloon.scale = 0.7;
14  }
15
16  // Draw Animations
17  drawSprites();
18 }
19
```