

1

When you hit space bar it will print space in middle

```

1 // Run this code and observe what happens
2 // When you press the space bar
3
4 function draw() {
5   // Draw Background
6   background("white");
7
8   // Draw Animations
9   textAlign("center", "center");
10  textSize(100);
11  text(keyDown("space"), 200, 200);
12 }
13

```

2

```

1 var sprite = createSprite(200, 200);
2 sprite.setAnimation("giraffe");
3
4 function draw() {
5   background("white");
6   if (keyDown("h")) {
7     sprite.setAnimation("hippo");
8   }
9   if (keyDown("p")) {
10    sprite.setAnimation("pig");
11  }
12  if (keyDown("r")) {
13    sprite.setAnimation("rabbit");
14  }
15  drawSprites();
16 }
17

```

3

```

1 var bug = createSprite(200, 200);
2 bug.setAnimation("ladybug");
3
4 function draw() {
5   // Draw Background
6   background("white");
7   // Update Values
8   // If the right arrow is pressed,
9   // move the sprite right on the screen
10  if (keyDown("right")) {
11    bug.x = bug.x + 2;
12  }
13
14  // Draw Animations
15  drawSprites();
16 }
17

```

4

```

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   if (keyDown("space")) {
13     blueGear.rotation = blueGear.rotation - 1;
14     greenGear.rotation = greenGear.rotation + 1;
15     redGear.rotation = redGear.rotation + 1;
16   }
17   drawSprites();
18 }
19

```

5

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 var height = 450;
8
9 function draw() {
10   // Draw Background
11   background("navy");
12   // Update Values
13   if (keyDown("left")) {
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   }
21   noFill();
22   strokeWeight(3);
23   stroke("white");
24   ellipse(50, height - 30, 15, 15);
25   ellipse(150, height, 15, 15);
26   ellipse(250, height - 50, 15, 15);
27   height = height - 1;
28   // Draw Animations
29   drawSprites();
30 }
31
32

```

5

b

```

1 var turtle = createSprite(200, 200);
2 turtle.setAnimation("turtle");
3 turtle.scale = 0.5;
4
5 function draw() {
6   background("navy");
7   if (keyDown("up")) {
8     turtle.y = turtle.y - 3;
9   }
10  if (keyDown("down")) {
11    turtle.y = turtle.y + 3;
12  }
13  if (keyDown("left")) {
14    turtle.x = turtle.x - 3;
15  }
16  if (keyDown("right")) {
17    turtle.x = turtle.x + 3;
18  }
19  drawSprites();
20 }
21

```

5c

```

1 var turtle = createSprite(200,200);
2 turtle.setAnimation("turtle");
3 turtle.scale = 0.5;
4 function draw() {
5   background("skyblue");
6
7   if (keyDown("up")) {
8     turtle.y = turtle.y - 3;
9   }
10  if (keyDown("down")) {
11    turtle.y = turtle.y + 3;
12  }
13  if (keyDown("right")) {
14    turtle.x = turtle.x + 3;
15  }
16  if (keyDown("left")) {
17    turtle.x = turtle.x - 3;
18  }
19  drawSprites();
20 }
21
22

```

6

```

1 var backdrop = createSprite(200,200);
2 backdrop.setAnimation("rainbow");
3 var flyer = createSprite(200,200);
4 flyer.setAnimation("wing_bot");
5
6 function draw() {
7   //move left when the left arrow is pressed
8   if (keyDown("left")) {
9     flyer.x = flyer.x - 2;
10  }
11
12  //move right when the right arrow is pressed
13  if (keyDown("right")) {
14    flyer.x = flyer.x + 2;
15  }
16
17  //move up when the up arrow is pressed
18  if (keyDown("up")) {
19    flyer.y = flyer.y - 2;
20  }
21
22  //move down when the down arrow is pressed
23  if (keyDown("down")) {
24    flyer.y = flyer.y + 2;
25  }
26
27  drawSprites();
28 }
29

```

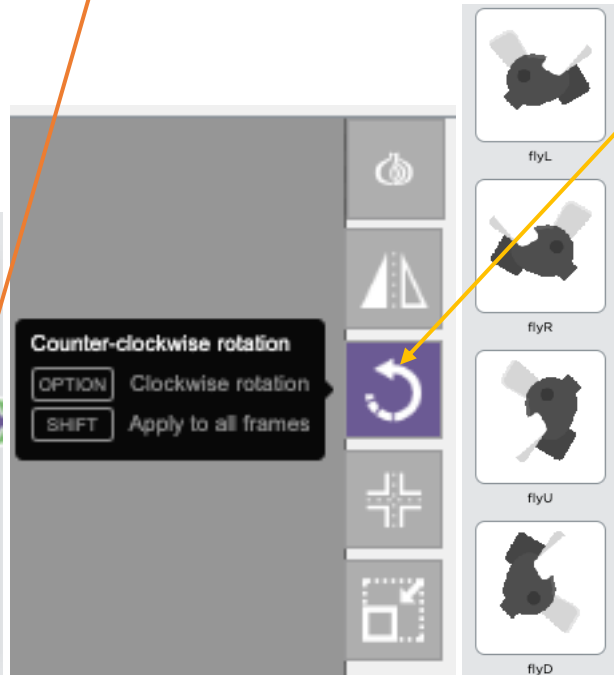
7a

```

1 var clicks = 0;
2
3 function draw() {
4   // add clicks when the space bar is pressed
5   if (keyWentDown("space")) {
6     clicks = clicks + 1;
7   }
8   background("white");
9   textSize(50);
10  text(clicks, 165, 175, 70, 50);
11 }
12

```

- 7 For this one you will need to use the Duplicate button to make 3 more copies of the fly Then on the far right use the counterclockwise rotation to spin the fly into each of the four directions. Then rename each one with the last letter being the direction they are pointing then follow the code.
- b



```
1 var bug = createSprite(200, 200);
2 bug.setAnimation("flyR");
3
4 function draw() {
5   //Draw Background
6   background("white");
7
8   // Update Values
9   if(keyDown("up")) {
10    bug.y = bug.y - 5;
11    bug.setAnimation("flyU");
12  }
13
14  if(keyDown("down")) {
15    bug.y = bug.y + 5;
16    bug.setAnimation("flyD");
17  }
18
19  if(keyDown("left")) {
20    bug.x = bug.x - 5;
21    bug.setAnimation("flyL");
22  }
23
24  if(keyDown("right")) {
25    bug.x = bug.x + 5;
26    bug.setAnimation("flyR");
27  }
28
29  //Draw Animations
30  drawSprites();
31
32
33
```