

1

What will the program show?

- A. a bee sprite in the middle of the screen
- B. a bee sprite in the bottom right corner
- C. two bee sprites, one in the middle and one in the bottom right corner
- D. three bee sprites, all in different places
- E. nothing, there will be an error

```

1 var bee = createSprite(200,200);
2 bee.setAnimation("bee");
3 bee.x = 350;
4 bee.y = 350;
5 drawSprites();

```

2

```

1 var palette = createSprite();
2 palette.setAnimation("paint_palette");
3 var brush = createSprite();
4 brush.setAnimation("paint_brush");
5 palette.x = 100;
6 palette.y = 300;
7 brush.x = 150;
8 brush.y = 250;
9 drawSprites();
10

```

3

```

1 background("skyblue");
2 var drums = createSprite(200,290);
3 drums.setAnimation("drum_set");
4 var note1 = createSprite(50,50);
5 note1.setAnimation("eighth_note");
6 note1.scale = 0.3;
7 note1.rotation = 20;
8 var note2 = createSprite(150,50);
9 note2.setAnimation("eighth_note");
10 note2.scale = 0.7;
11 note2.rotation = -30;
12 var note3 = createSprite(250,50);
13 note3.setAnimation("eighth_note");
14 note3.scale = 0.7;
15 note3.rotation = -30;
16 var note4 = createSprite(350,50);
17 note4.setAnimation("eighth_note");
18 note4.scale = 0.3;
19 note4.rotation = 20;
20 drawSprites();
21

```

4a

```

1 background(▼"darkseagreen");
2 fill(▼"deepskyblue");
3 ellipse(75, 75, 75, 75);
4 var fly = createSprite(25, 25);
5 fly.setAnimation(▼"fly");
6 fly.scale = 0.3;
7
8 var fish = createSprite(75, 75);
9 fish.setAnimation(▼"fish");
10 fish.scale = 0.3;
11
12 var cow = createSprite(150, 150);
13 cow.setAnimation(▼"cow");
14 cow.scale = 0.5;
15
16 var elephant = createSprite(300, 300);
17 elephant.setAnimation(▼"elephant");
18 elephant.scale = 0.7;
19
20 drawSprites();
21

```

4b

```

1 background(▼"darkseagreen");
2 shape(150, 0, 250, 0, 250, 130, 400, -20, 400, -15, 400, 121, 250, 271, 250, 400, 150, 400, 150, 250, 0, 250, 0, 150, 150, 150);
3 stroke(▼"yellow");
4 line(200, 0, 200, 150);
5 line(0, 200, 150, 200);
6 line(200, 286, 200, 400);
7 line(250, 200, 400, 55);
8
9 var carTop = createSprite(225, 75);
10 carTop.setAnimation(▼"car_green");
11 carTop.scale = 0.6;
12 carTop.rotation = 0;
13
14 var carLeft = createSprite(100, 225);
15 carLeft.setAnimation(▼"car_red");
16 carLeft.scale = 0.6;
17 carLeft.rotation = 90;
18
19 var carBottom = createSprite(175, 350);
20 carBottom.setAnimation(▼"car_blue");
21 carBottom.scale = 0.6;
22 carBottom.rotation = 180;
23
24 var carRight = createSprite(300, 185);
25 carRight.setAnimation(▼"car_yellow");
26 carRight.scale = 0.6;
27 carRight.rotation = 45;
28
29 drawSprites();

```

5	<pre> 1 background(▼"burlywood"); 2 fill(▼"white"); 3 ellipse(200,200, 350); 4 var fries = createSprite(250,140); 5 fries.setAnimation(▼"fries"); 6 fries.scale = 0.6; 7 var burger = createSprite(110,200); 8 burger.setAnimation(▼"burger"); 9 burger.scale = 0.6; 10 var dessert = createSprite(240,270); 11 dessert.setAnimation(▼"watermelon"); 12 dessert.scale = 0.6; 13 drawSprites(); 14 </pre>	6a	<pre> 1 var creature = createSprite(200, 200); 2 creature.setAnimation(▼"crowned_creature_1"); 3 creature.scale = 0.3; 4 creature.tint = "green"; 5 drawSprites(); 6 </pre>
6c	<pre> 1 var background = createSprite(200, 200); 2 background.setAnimation(▼"front_of_house_1"); 3 var ghost = createSprite(200, 200); 4 ghost.setAnimation(▼"ghost_1"); 5 ghost.scale = 2; 6 ghost.alpha = 0.5; 7 drawSprites(); 8 </pre>	6b	<pre> 1 var sprite = createSprite(200, 200); 2 sprite.setAnimation(▼"giraffe_tall"); 3 sprite.height = 300; 4 sprite.width = 100; 5 drawSprites(); 6 </pre>