

Prizes!

Education!

Who wants to win some
extra Late Time?
Lecture Quiz 2

Upside down!

Excitement!

Rules

1 question right : 6 hours of extra late time

2 questions right: 12 hours of extra late time

3 questions right: 24 hours of extra late time

You lose everything if you get a question wrong!

You may decide not to answer the next question (without seeing it!), and walk away with your winnings.

What does **CPU** stand for?

- a) computer power unit
- b) computer processing unit
- c) central power unit
- d) central processing unit

How many **bits** are in a **byte**?

a) 1

b) 4

c) 8

d) 16

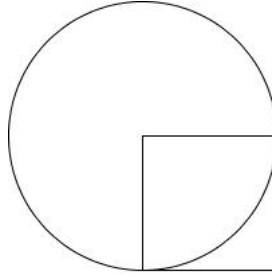
What is **source code**?

- a) the original source of the idea for a program
- b) the text you type into the Processing window
- c) the code that is output from the compiler after you compile a program
- d) the encoding rules used for characters in a program

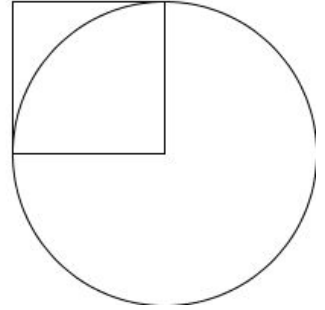
What does this code draw?

```
void setup() {  
  size(300, 300);  
  noFill();  
}  
  
void draw() {  
  background(255);  
  ellipse(100, 100, 100, 100);  
  rect(100, 100, 100, 100);  
}
```

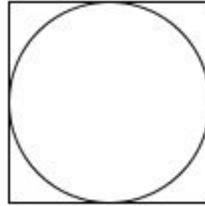
a)



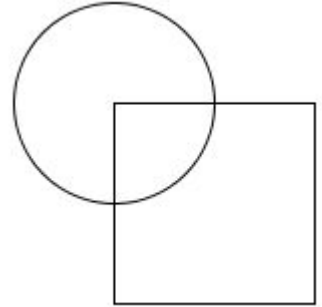
b)



c)



d)



How many different levels of transparency does Processing's RGB color support?

a) 0

b) 2

c) 256

d) ~16 million

What does this Processing statement print?

```
print(min(max(3, 2), max(4, 7)));
```

a) 2

b) 3

c) 4

d) 7

Which one of these statements is **false**?

- a) folders can contain folders or files (and maybe other things, like shortcuts)
- b) a folder cannot contain 2 (or more) things with the same name (except for one special case!)
- c) in Processing, absolute path names are almost always better and more useful than relative path names
- d) folder and directory mean the same thing

What does this print?

```
void setup() {  
  int a = 3;  
  int b = 5;  
  a = b;  
  b = a;  
  println(a, b);  
}
```

a) 5 3

b) 3 5

c) 3 3

d) 5 5

What does this print?

```
void setup() {  
  int n;  
  println(n);  
}
```

a) nothing: it causes a **compile-time** error

b) 0

c) some unknown integer value

d) nothing: it causes an error at **run-time**

What does this print?

```
void setup() {  
  float x = int(5.0);  
  println(x);  
}
```

a) nothing: it
causes an error at
compile-time

b) 5

c) 5.0

d) nothing: it
causes an error at
run-time

What does this print?

```
void setup() {  
  int n = 3.0;  
  println(n);  
}
```

a) nothing: it
cases an error at
compile-time

b) 3

c) 3.0

d) nothing: it
causes an error at
run-time