

## CPSC 110 RAT Chapter 9

Name: \_\_\_\_\_

1. What is the code to call a function called "setBackground" on an object called "myWindow"?
  - a. setBackground(myWindow)
  - b. setBackground for myWindow
  - c. myWindowsetBackground
  - d. myWindow.setBackground()
  
2. What do you need to do to be able to use the graphics library?
  - a. Download the graphics.py file and place it in the same folder as your program
  - b. Type "install graphics" into the Python shell
  - c. Download an installer program from the Python website and run it
  - d. Nothing - it comes built in to Python
  
3. Where is the origin (0, 0) in a graphics window?
  - a. The lower-left corner
  - b. The upper-left corner
  - c. The upper-right corner
  - d. The lower-right corner
  
4. What are the three primary colors in computer graphics?
  - a. Red, yellow, and green
  - b. Red, yellow, and blue
  - c. Red, green, and blue
  - d. Magenta, chartreuse, and silver
  
5. What is a pixel?
  - a. A graphical shape like a line or circle
  - b. A window for drawing colors onto
  - c. An individual dot of color on a computer screen
  - d. An instruction to the computer to draw something

6. How would you write text to a graphics window?

- a. By making a Text object and drawing it
- b. By using the regular print function
- c. By drawing it manually with Line objects
- d. You can't write text into a graphics window

7. What's the difference between the "getKey" and "checkKey" methods of getting keyboard input?

- a. getKey returns an entire string, and checkKey returns just one character
- b. getKey can be used for the keyboard only, and checkKey can also be used for the mouse
- c. getKey waits until a key is pressed, and checkKey tells you right away if one is
- d. getKey returns which key was pressed, and checkKey just returns whether a key was pressed or not

8. How can a graphics object be moved on the screen?

- a. By erasing it and drawing it some place else
- b. By calling its .move() function
- c. By destroying it and making a brand new object where you want it
- d. It can't, the objects are static

9. What is the Image object for?

- a. Saving your graphical scene to a file
- b. Downloading pictures from the Internet
- c. Generating random images with the random library
- d. Drawing an image out of a .gif file onto the window

10. Which shape is **not** available built into the graphics library to be drawn?

- a. Point
- b. Triangle
- c. Line
- d. Rectangle