Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Period\_\_\_\_\_\_\_\_\_\_\_\_\_

Programming in Python – MPA4

\_\_\_\_\_\_\_ 1. What color would be defined by (0, 0, 0)?

 a. black

 b. white

 c. grey

 d. red

\_\_\_\_\_\_\_ 2. The technique used to illustrate movement by displaying successive images is called?

 a. program

 b. pygame

 c. animation

 d. streaming

\_\_\_\_\_\_\_ 3. What is a group of statements that exists within a program for the purpose of performing a specific task?

a. function

b. subtask

c. recursion

d. subprogram

\_\_\_\_\_\_\_ 4. The coordinates (0, 0) is also called, the screens \_\_\_\_\_\_\_\_\_.

 a. basis

 b. origin

 c. center point

 d. axis

\_\_\_\_\_\_\_ 5. What function allows us to resize a crab object on the screen?

 a. pygame.transform.flip(mouse)

 b. pygame.transform.spin(mouse)

 c. pygame.transform.scale(mouse)

 d. pygame.transform.rotate(mouse)

\_\_\_\_\_\_\_ 6. A bounding box of an object is made up of the objects \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

a. width and height

b. x and y

c. x\_change and y\_change

d. radius

\_\_\_\_\_\_\_ 7. Where will the center of this ellipse be?

pygame.draw.ellipse(screen, BLACK, [1, 1, 5, 5], 1)

 a. (3, 3)

 b. (2, 2)

 c. (1, 1)

 d. (1, 3)

\_\_\_\_\_\_\_ 8. A method of surface which creates a rectangular object in the dimensions of itself.

 a. getwrecked()

 b. get\_rect()

 c. rect\_ get()

 d. get\_rectangle()

\_\_\_\_\_\_\_ 9. Each individual image of an animation is sometimes called a \_\_\_\_\_\_\_\_\_\_\_\_\_.

 a. transparency

 b. gel

 c. cel

 d. cartoon

\_\_\_\_\_\_\_ 10. What is the most common type of file used when playing music?

 a. .wav

 b. .mp3

 c. .mid

 d. all of the above

\_\_\_\_\_\_\_ 11. This is the event from pygame triggered when the user moves the mouse?

 a. MOUSEMOVE

 b. MOUSEMOTION

 c. MOUSEX, MOUSEY

 d. MOUSEHOVER

\_\_\_\_\_\_\_ 12. What will happen if you change the 20 to 30, in this code? clock.tick(20)

 a. game will go faster

 b. game will go slower

 c. the number is too small to tell the difference

 d. clock starts at 30 instead of 20

\_\_\_\_\_\_\_ 13. This event is generated when the user closes the window.

 a. END

 b. CLOSE

 c. QUIT

 d. DELETE

\_\_\_\_\_\_\_ 14. When something is triggered in a pygame code, it is called this?

 a. occurrence

 b. module

 c. import

 d. event

\_\_\_\_\_\_\_ 15. A timers event is called a

 a. tick

 b. tock

 c. tac

 d. millisecond

\_\_\_\_\_\_\_ 16. To hide the mouse from being displayed from the screen during runtime of a program use \_\_\_\_.

 a. pygame.mouse.delete()

 b. pygame.mouse.remove ()

 c. pygame.mouse.set\_visible()

 d. pygame.mouse.clear()

\_\_\_\_\_\_\_ 17. Each location in multiple image picture is commonly called a(n) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

 a. rect

 b. frame

 c. pos

 d. pixel

\_\_\_\_\_\_\_ 18. Everytime through the game loop is called an \_\_\_\_\_\_\_\_\_\_\_\_\_\_

 a. iteration

 b. annotation

 c. concatenation

 d. round

\_\_\_\_\_\_\_ 19. What is a library?

 a. a py file

 b. any code that has not been written by the developer

 c. a collection of functions and/or classes that can be implemented into a project.

 d. a part of a program that the users can interface with during run time.

\_\_\_\_\_\_\_ 20. If the screen width and height are both 400 pixels, and a rectangle is drawn starting

at (400, 200), where will it display?

 a. top left

 b. middle left

 c. middle right

 d. It won’t display

\_\_\_\_\_\_\_ 21. In computer graphics, as x coordinate decreases and y coordinates decreases in value, a point will move:

 a. up and to the left

 b. down and to the right

 c. up and to the right

 d. down and to the left

\_\_\_\_\_\_\_ 22. What color would be defined by (0, 255, 0)?

 a. red

 b. blue

 c. green

 d. black

\_\_\_\_\_\_\_ 23. FPS stands for

 a. frames per second

 b. flips per second

 c. fast paced sprites

 d. frames per sprites

\_\_\_\_\_\_\_ 24. In a bouncing rectangle program, if rect\_change\_x is negative and rect\_change\_y is positive, which way will the rectangle travel?

 a. up and right

 b. up

 c. down

 d. down and left

\_\_\_\_\_\_\_ 25. This in the unit of measure when moving an image on the screen?

 a. inch

 b. render

 c. tweener

 d. pixel

\_\_\_\_\_\_\_ 26. This loads the pygame module into the current program.

 a. input

 b. quit

 c. import

 d. init

\_\_\_\_\_\_\_ 27. This draws content of one Surface object onto another Surface object

a. blit

b. draw

c. create

d. .put()

\_\_\_\_\_\_\_ 28. When code detects the intersections of two or more objects, it is called?

 a. collision

 b. bounding

 c. impact

d. fender bender

\_\_\_\_\_\_\_29. This is the event that is triggered when the any key on the keyboard is released.

 a. K\_UP

 b. KEYUP

 c. K\_DOWN

 d. KEYDOWN

\_\_\_\_\_\_\_ 30. The function header begins with the keyword \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ followed by the name of the function.

a. funct

b. dim

c. return

d. def

\_\_\_\_\_\_\_ 31. This is a series of images combined into a larger image

 a. image diagram

 b. image matrix

 c. bitmap

 d. sprite sheet

\_\_\_\_\_\_\_ 32. To \_\_\_\_\_\_\_ a function, you write the name of the function with any values it will need in parentheses.

a. call

b. define

c. assign

d. import.

\_\_\_\_\_\_\_33. If a box is drawn starting at (x,y) coordinate (0,0), where will it be on the screen?

 a. center

 b. upper left

 c. lower left

 d. lower right

\_\_\_\_\_\_\_ 34. The approach called \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ is taking a large task and dividing it into several smaller tasks that are easily performed.

a. top-scale

b. hierarchy development

c. code and retrieve

d. divide and conquer

\_\_\_\_\_\_\_ 35. Which of the following codes will get the current mouse position and returns the position as a list of two numbers

a. pos = pygame.mouse.get\_pos()

 b. pos = pygame.mouse.get\_loc()

 c. pos = pygame.mouse.get\_location()

 d. pos = pygame.mouse.get\_position()

\_\_\_\_\_\_\_ 36. What is a benefit of creating a library?

 a. it makes the code smaller

 b. libraries are something to be avoided by developers

 c. it makes the code run faster.

 d. it provides an easy way for developers to share code between projects and other developers.

\_\_\_\_\_\_\_ 37. To quick change the direction that a sprite is facing, you would use \_\_\_\_\_\_\_\_\_\_\_\_\_

 a. pygame.display.flip()

 b. pygame.transform.flip()

 c. pygame.flip()

 d. pygame.image.flip()

\_\_\_\_\_\_\_ 38. In pygame the acceptable image file type(s) is/are \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 a. .jpg

 b. .bmp

 c. .png

 d. all are acceptable

\_\_\_\_\_\_\_ 39. Mouse event 2 represents what action?

 a. right button

 b. left button

 c. scroll wheel moved up

 d. scroll button

\_\_\_\_\_\_\_ 40. The get\_rect functions retrieves how many values?

 a. 1

 b. 2

 c. 3

 d. 4

\_\_\_\_\_\_\_ 41. This is commonly used to clear the screen.

 a. screen.fill()

 b. screen.init()

 c. screen.quit()

 d. screen.clear()

\_\_\_\_\_\_\_ 42. What color would be defined by (200, 200, 200)

a. black

b. dark gray

c. white

d. light gray

\_\_\_\_\_\_\_ 43. What sequence is commonly used when breaking up an sprite image for animation

 a. string

 b. tuple

 c. list

 d. dictionary

\_\_\_\_\_\_\_ 44. The \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ function is used when checking to see if the mouse pointer is within the bounds of an image.

 a. getpospostion()

 b. collidepoint()

 c. colliderect()

 d. xyposition()

\_\_\_\_\_\_\_ 45. When creating a text object, this must be created before you can display it on the screen.

 a. render

 b. blit

 c. print

 d. random

\_\_\_\_\_\_\_ 46. A coding system using the digits 0 and 1 to represent a letter, digit, or other character in a computer or other electronic device.

 a. binary

 b. assembly

 c. unicode

 d. english

Part Two: Welcome to Code Country

47. What is the frame size for the Owens sprite below, if the image is 480 x 200? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

 

48. What is the size of the scissors image below if the frame size is 50 x 50? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

49. framecount = (framecount + 1) % \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_



50. Write the code that would create the list for the scissors image.