Exam 2 Comments

category	points	description
acceleration	8	updating position using speed, updating speed appropriately
animation	8	identification and usage of variables for animation
conditionals	21	appropriate usage; correct syntax and elements
coords/sizes	5	correct determination of coordinates and sizes for shapes drawn
elements	5	usage of basic drawing elements (`fill`, `stroke`, `background`, `ellipse`, `rect`, etc) and correct RGB values for colors
loops	24	appropriate usage; correct syntax and elements
functions	14	definition and calling of functions
patterns	10	identification of applicable patterns (#4)
structure	5	proper ordering of statements, role of `setup()` vs `draw()`, syntax

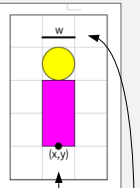
Exam 2 Comments

1.

(a) Write a drawing function called `drawPillar` to draw the pattern shown. Your function should have parameters for the position and width as indicated; the height of the shapes should be scaled so as to maintain the proportions shown. (The ellipse is a circle, the rectangle is twice as tall as it is wide.) Use the colors shown.

Only draw the two purple and yellow shapes – you do *not* need to draw the grid lines, the box around the edge, the black line and dot, or the text labels. These elements are all just to help you understand what to draw and how to size and position things.

You also do *not* need to include comments.



- write (only) a function definition
- the function should have parameters x, y, w for the position and width
  - (*x*,*y*) should be the bottom center of the rectangle and *w* should be the width of the ellipse and rectangle as shown
  - use those parameters in the body of the function – don't draw the shapes with fixed coordinates and sizes!

Exam 2 Redo Information

- due Wed 12/11 4:30pm

- redo is optional
  - redo any or all of the four problems, but only whole parts
- solutions must be implemented on the computer
  - for #4, identify the patterns (in comments in your sketch) *and* write the sketch
    - see posted slides and examples for constrained motion for how to do circular motion (4b)
  - name them **exam2_1**, **exam2_2**, **exam2_3**, **exam2_4a**, **exam2_4b**, **exam2_4c** – one sketch for both parts of #1, one sketch for each part of #4
  - hand them in to the handin folder
- solutions must be substantially correct for credit
  - if so, 1/2 of the points gained will be added to your original exam score
- allowed resources
  - may use only the textbook, materials/examples posted on the schedule page, your own work, the Processing API
  - may get help in office hours and from TFs
  - **may *not* use any other resources or get help from anyone else (friends, Internet, etc)**