

COMPUTER SCIENCE

NAME: _____

DAY ONE

Do the following:

1. Write out the code for a blue circle with a radius of 50 in the center of the canvas.
2. Write out the code for a 100x100 red square positioned in the top left corner of the canvas.
3. How do I find the width of the canvas if I don't know how big my canvas is?
4. How do I find the height of the canvas if I don't know how big my canvas is?

Answer the following questions:

1. What is a for loop?

2. What is a while loop?

3. What is an if statement?

4. What is an if/else statement?

5. How do you write out an infinite loop?

6. How do you break out of an infinite loop?

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Answer the following questions:

1. What is a timer and how are timers used in a program?

2. What is the difference between a timer and a loop?

3. What is a callback function?

4. How would you set a timer to call a function named *drawCircle* once every 50 milliseconds?

5. What does the "scope" mean when discussing variables in a program?

6. What is a local variable? What is a global variable?
