

Today

- ICA in Gradescope
- Practice with variables and if-statements

BEAR DOWN & VOTE | ASUA Today



BEAR DOWN & VOTE

As you start your journey on campus, registering to vote might not be at the top of your list. We get it, but remember: you can't make a difference if you're not registered. That's why our Bear Down & Vote initiative is here—to raise awareness, provide education, and empower you to contribute positively to your community. Civic engagement is all about improving your community's quality of life through both political and non-political means. Get involved, make your voice heard, and help shape the future!

Wildcats Take Action

Your Voice, Your Impact

VOTE

How to vote on campus?

Midterm 2

Problem	Description	Estimated time	Max Points
1, 2	Multiple choice	4 mins	6
3	Find the final output	6 mins	15
4	Write short instructions	6 mins	9
5	Loop table	4 mins	10
6	Write Loop	2 mins	3
7	Write Processing Program	7 mins	25
8	Write Loop	2 mins	3
9	Simulate Code	7 mins	25
10	Write Loop	2 mins	4
	TOTAL	40 mins	100

Question 1

Write a program to find the maximum of three numbers.

//find the maximum of three numbers. -NOT OPTIMAL

int x = 9, y = -30, z = 9;

//if x and y are less than z, then z is the maximum number

if (x < z && y < z)

//if z and y are less than x, then x is the maximum number

//if x and z are less than y, then y is the maximum number

```
// find the maximum of three numbers.
```

```
int x = 9, y = -30, z = 9;
```

```
int max;
```

```
// find the max between the first two numbers (x and y)
```

```
// if x less than y, then max = y, else max = x
```

```
// find the max between "max" and the last number (z)
```

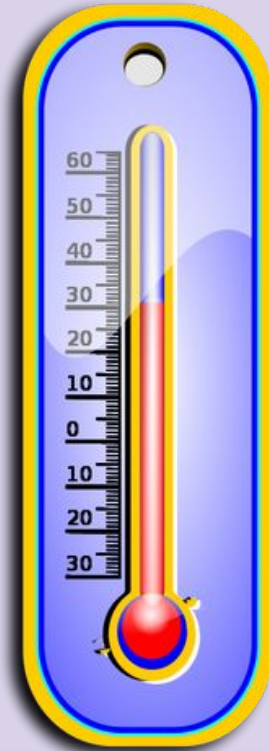
SOLUTION FROM A STUDENT

```
int x = 4, y = -30, z = 7;  
int max = x;  
  
if(x > y){  
    max = x;  
} else{  
    max = y;  
}  
  
if(max < z){  
    max = z;  
}  
  
print(max);
```

Please ask me questions

How are you feeling?

- A. Very confused
- B. Need a lot more practice
- C. Need a little more practice
- D. Just have a couple of questions
- E. Feeling good



Question 2. Practice Basic Animations

Write a program that shows a red circle moving from the top left corner to the bottom right corner of the canvas.

SOLUTION FROM A STUDENT

```
void setup() {  
    size(500, 500);  
}  
  
int move = 0;  
  
void draw() {  
    background(100, 100, 100);  
    fill(255, 0, 0);  
    circle(move, move, 50);  
    move += 1;  
}
```

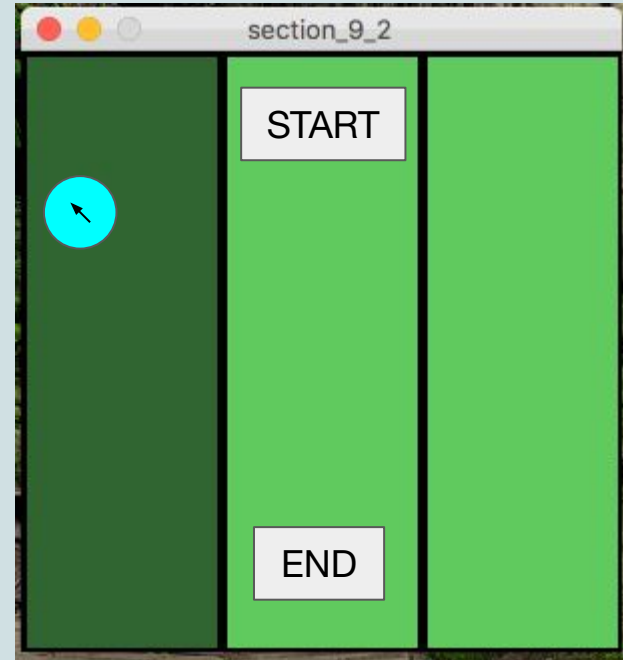
Text

- We want to draw characters on the canvas
- **text()** - a new function
- The function `text(s,x,y)` will draw the character specified in `s` at the coordinate given by the `x` and `y` arguments.

```
void setup() {  
  size(300, 300);  
  textSize(200);      // new!  
}  
void draw() {  
  background(100, 100, 100);  
  fill(255, 0, 0);  
  text("Hi!", 100, 180); //draw some words  
}
```

Question 3

Add two text boxes and rectangles to the [three_rectagles.pde](#) (Oct 2nd) program so your canvas looks like this



SOLUTION FROM A STUDENT

```
fill(255,255,255);  
rect(width/3+7,10,50,20);  
rect(width/3+7,170,50,20);  
  
fill(0,0,0);  
text("Start",width/3+15,25);  
text("End",width/3+15,185);
```

SOLUTION FROM A STUDENT

```
text("START",width*0.4,height*.1);  
text("END",width*0.45,height*.875);
```