

Midterm Exam II

COMP 125: Visual Information Processing

LUC username: _____

Full name: _____

Date: _____

For each of the following problems, answer to the best of your ability. Use legible penmanship and complete sentences where merited.

1. Describe two types of cyber attacks. What are they called, how do they generally work, and what is the typical goal of the attack?

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

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COMP 125: Visual Information Processing

For each of the following, make a new sketch named

`<your_luc_username>_COMP125_mt2_problemX`

Where your luc username is the username associated with your email, and X is the problem number below. Submit each as a separate link in Sakai.

Make sure you save regularly in case there are issues with crashing or submission!

1. Boundaries (30 pts)

Create the illusion of a ball bouncing inside the canvas.

Make it move in both the x and y directions.

Make sure the circle is exactly 15 pixels in diameter.

Use padding to imply the edge of the circle is bouncing off the walls, not the center of the circle.

Each time the circle impacts the (padded) boundary, change its color to something random.

When the mouse is pressed, move the circle slower. (Note: use the boolean `mouseIsPressed` here.)

2. Rotation and Translation (30 pts)

Change the center of the canvas to the middle of the visual field.

Place four shapes on the canvas.

Make each a different color. Don't let them overlap.

Rotate the canvas clockwise.

When the mouse is pressed, rotate the canvas slower. (Note: use the boolean `mouseIsPressed` here.)

3. Clicking (15 pts)

Place a shape in the middle of the canvas. Make it take up at least a third of the visual space.

If the mouse is double-pressed, set its color to blue.

If the mouse is single-pressed, set its color to orange.

(Note: do not set a default color in `draw()`, or the colors will blink when the canvas is re-drawn.)

4. If you have time, or 5% extra credit, leave me (constructive) comments on the course below! I'm always looking to improve.