Midterm Exam: Practical Component
COMP 125: Visual Information Processing

For this exam, log in to P5's website, and open an editor.

You will make a total of four programs for this exam. You should save each one *individually* and submit it to Sakai under the posted "Midterm-Practical" section - please do so by attaching the third-down "share" link to your saved programs.

This exam is individual, so you may not collaborate with neighbors either virtually or in-person. However, you may use your own notes, prior labs, and you may look things up online. I recommend using P5's documentation.

This exam is *not* closed-internet, but it *is* closed-AI. You may not use any AI agent to assist with this work. I recommend heavily against searching for solutions directly online, as you are likely to stumble into AI-driven answers. If this is detected, it will be considered academic dishonesty and net a zero for all three parts of the midterm exam.

Please also remember - partial credit is given! Just get as far as you can with each part.

1. 5 pts:
    a. Put in a comment at the top of the file your LUC username and "Problem 1"
    b. Store three variables: your name, your favorite number, and your favorite food
    c. Print these three variables to the console
    d. Breakdown:
        i. string
        ii. number
        iii. string
        iv. print each
        v. runs without breaking
2. 5 pts:
    a. Put in a comment at the top of the file your LUC username and "Problem 2"
    b. Put three circles on the canvas. Ensure they do not touch. Set them to different colors.
    c. breakdown:
        i. circle 1
        ii. circle 2
        iii. circle 3
        iv. colors, not touching
        v. runs without breaking
3. 10 pts:
    a. Put in a comment at the top of the file your LUC username and "Problem 3"
    b. Use a for loop to place 5 circles on the canvas. Ensure they do not touch. Set them to different colors.
    c. breakdown:
        i. for loop

ii. one point for each circle
iii. different colors
iv. not touching
v. runs without breaking

4. 10 pts:
    a. Put in a comment at the top of the file your LUC username and “Problem 4”
    b. Create an input box.
    c. Store the value from the input box in a variable called “value”
    d. Make sure “value” is between zero and ten. If “value” is less than zero, set it to zero. If “value” is greater than ten, set it to ten.
    e. Place the number stored in “value” to the canvas
    f. breakdown:
        i. input box made 2 pts
        ii. stored value in “value” (draw loop) 2 pts
        iii. use if/elif to set lower bound of value 2 pts
        iv. use if/elif to set upper bound of value 2 pts
        v. use “text” to put the number in the canvas somewhere 1 pt
        vi. runs 1 pt