



COMP 125:

Basics of Computer Organization

Week 06, Lecture 11: Midterm Review I



Format

- Monday: Written Portion
 - Approx. 10 questions, 50 minutes
- Wednesday: Practical Portion
 - Essentially a lab you'll do in-class
 - Will involve: a shape, a conditional, and input
- Friday: Oral Portion
 - 5 minutes
 - Similar to questions from the written portion

Practical Review

- Variables
- Functions
- Shapes
- Interaction

Practice Problems

1. Write a program that stores three variables: your name, your favorite number, and your favorite color. Print all three to the console.
2. Do the same as in (1) but print the values to the canvas.
3. Use a for loop in the setup function to count from 0 to 10 - print each number to the console
4. Use a for loop in the setup function to count from 0 to 10 - put each number on the canvas
5. Use a for loop to draw three circles
6. Use a for loop to draw three circles, and change the size each time
7. Use a for loop to draw three circles of different sizes and colors
8. Make an input box. Store the value from the input box as a variable, and print it to the canvas.
9. Make an input box. Store the value from the input box - make it a number that is always between one and five (use if statements)
10. Make an input box. Store the value from the input box - make it a number that is always one, two, or three. Draw that many circles on the canvas.
11. Write a function, have it take an argument of your favorite food, and then use the argument to put the text on the canvas.
12. Write a function, have it take an argument for a color (just a string), and then use the argument to make a circle of that color.
13. Write a function, have it take TWO arguments - a color and a diameter - then draw a circle of that diameter and color
14. Bonus: use two input boxes to get the arguments for (13), store them in the draw() loop, then pass them to the function from (13)