

ZHdK

Interaction Design

Programming Exam, 1. Semester

Student Name: \_\_\_\_\_

**1. Choose the most appropriate value for the float data type (1 point)**

- a. float myfloat = "hello world";
- b. float myfloat = true;
- c. float myfloat = 432.324;
- d. float myfloat = 'm';
- e. float myfloat = 60;

**2. What are the console outputs of the following code examples? (3 points)**

```
int x = 4;
if (x >= 8) {
    println(true);
} else {
    println(false);
}
```

- true
  - false
- 

```
int x = 4;
if (x == 44) {
    println(true);
} else {
    println(false);
}
```

- true
  - false
- 

```
int x = 4;
if (x <= 5 && x >= 2) {
    println(true);
} else {
    println(false);
}
```

- true
  - false
-

**3. Select the correct console output for the following program (1 point)**

```
char letter = 'D';
String outputString;

if (letter == 'B') {
    outputString = "Alpha";
} else if (letter == 'B') {
    outputString = "Bravo";
} else if (letter == 'C') {
    outputString = "Charlie";
} else {
    outputString = "None";
}

println(outputString);
```

- 
- a. Alpha
  - b. Bravo
  - c. Charlie
  - d. Delta
  - e. None
  - f. Error

## PART 2: Drawing

The following questions require you to carefully read the code examples, and draw the visual output in the grid provided. Each cell on the grid represents one pixel.

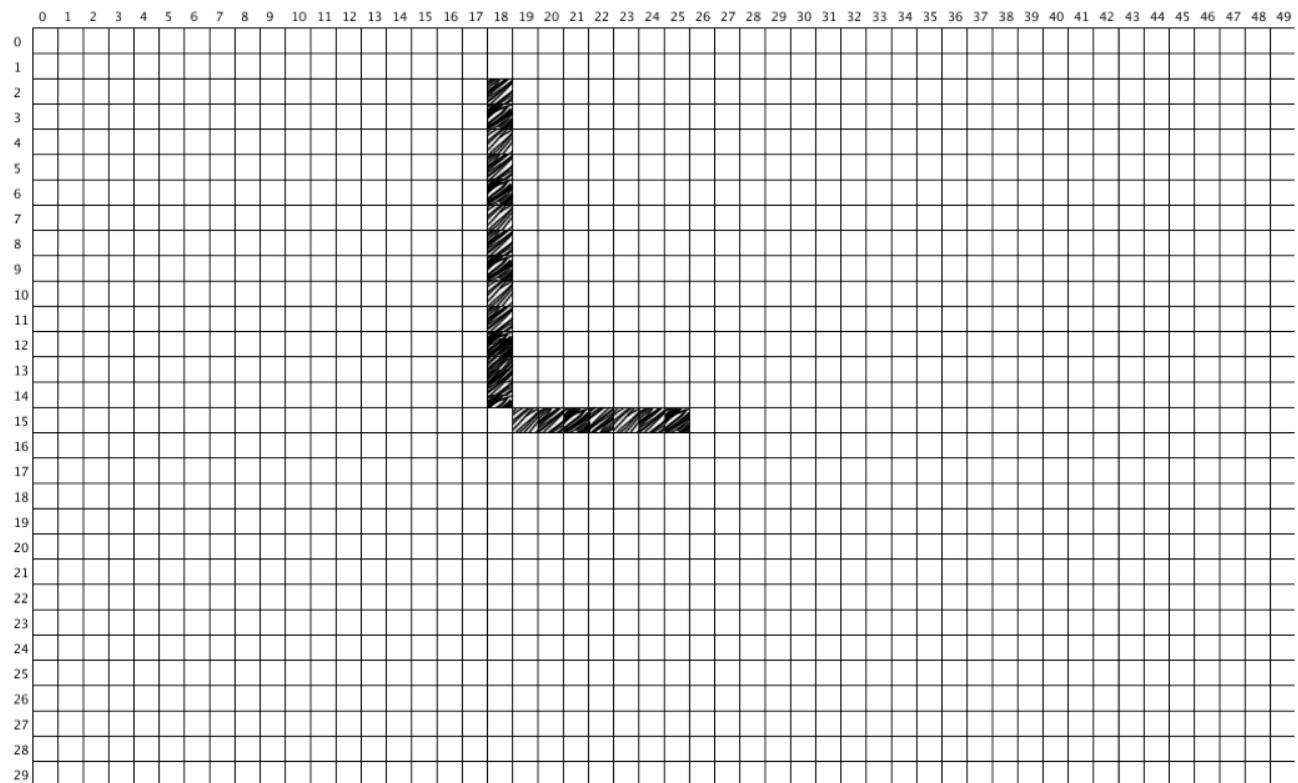
**Note:** The point() function accepts an (x, y) value and draws one pixel at the given coordinate on the display.

### EXAMPLE QUESTION

```
void setup() {
    size (50, 30);
}

void draw() {
    for (int i = 2; i<15; i++) {
        point(18,i);
    }
    for (int i = 19; i<=25; i++) {
        point(i,15);
    }
}
```

### Output



4. Read through the following program and draw the output on the grid below.  
**(4 points)**

```
void setup() {
    size (50, 30);
}

void draw() {
    doublePoint(5,20);
    doublePoint(40,5);
}

void doublePoint(int x, int y) {
    point(x, y);
    point(x, y+2);
}
```

5. Read through the following program and draw the output on the grid below.  
**(4 points)**

```
void setup() {
    size (50, 30);
};

void draw() {
    for (int i = 5; i<width; i+=5) {
        for (int j = 10; j<height; j+=10) {
            point(i, j);
        }
    }
}
```

