# Study Guide, Final Exam

The Final Exam is cumulative. The questions for chapters 1-11 will come from previous three tests only.

Examples of questions from Chapters 12, 13, 14, 15, and 17 are:

1. 17, What are the 5 steps used in displaying text?
2. 17, What is the meaning of concatenate?
3. 14, In which function is the P3D parameter placed?
4. 14, What are 2 of the ways in which angles can be specified?
5. 12, Be able to identify the code used to import a library.
6. 14, Use analogies to explain how rotateZ, rotateX, and rotateY differ?
7. 14, The following 4 lines are intended to draw a flower petal that looks like this the image to the right. Fill in the blank space below with the missing function which would allow a 45 degree rotation?

 fill(#ff0066);

 translate(width/2, height/2);

 rotate(\_\_\_\_\_\_\_\_\_\_\_(45));

 ellipse(0, 0, 20, 80);

1. 13, The following lines of code can be used to cycle a counter variable back to zero.

x = x + 1;

if(x >= limit) {

 x = 0;

}

However, there is a more efficient way to write using modulo. What is the code?

1. 14, What is the name of the missing function in the code below?

beginShape() ;

\_\_\_\_\_\_\_\_\_ (290,370);

\_\_\_\_\_\_\_\_\_ (348,446);

\_\_\_\_\_\_\_\_\_ (374,418);

\_\_\_\_\_\_\_\_\_ (480,509);

\_\_\_\_\_\_\_\_\_ (100,500);

endShape(CLOSE);

1. 17, What is the name of the class for loading and displaying images?
	1. PImage
	2. Pixels[]
	3. loadImagery()
	4. createImage()
2. 14, Which pair of functions is used to save the current matrix system and then to restore that saved matrix system.
	1. Min and max
	2. loadPixels and updatePixels
	3. pushMatrix and popMatrix
	4. beginShape and endShape
3. 14, Which function specifies an amount to change the point of origin within the display window?
	1. shear
	2. transform
	3. translate
	4. offset