**Multiple Choice**

1. How do you specify the color for the interior of a rectangle?

A) Use the rectangle object to call the <code>setColor</code> method.

B) Use the rectangle object to call the <code>setInterior</code> method.

C) Before calling <code>fillRect</code>, assign a color value to the context object’s <code>fillStyle</code> property.

Ans: C

Complexity: Moderate

Ahead: Rectangles Web Page

Subject: Chapter 12

2. What happens when the following code executes?

<code>ctx.strokeRect(0, 0, 250, 40);</code>

A) The JavaScript engine draws the interior of a rectangle whose center is centered in the canvas drawing area.

B) The JavaScript engine draws the interior of a rectangle whose top-left corner is centered in the canvas drawing area.

C) The JavaScript engine draws the border of a 250 x 40 pixel rectangle whose center is centered in the canvas drawing area.

D) The JavaScript engine draws the border of a 250 x 40 pixel rectangle whose top-left corner is at the top-left corner of the canvas drawing area.

Ans: D

Complexity: Moderate

Ahead: Rectangles Web Page

Subject: Chapter 12

3. Given the following syntax for the arc method, what do *x* and *y* represent?

<code>*context*.arc(*x*, *y*, *radius*, *start-angle*, *end-angle*, *counterclockwise*);</code>

A) They are coordinates for the arc's center point.

B) They are coordinates for the arc’s starting and ending points.

C) They are coordinates for the box that circumscribes the arc.

Ans: A

Complexity: Easy

Ahead: Drawing Arcs and Circles

Subject: Chapter 12

4. Suppose you have created an arc by calling the context object’s <code>arc</code> method. If you then call the fill method, what happens?

A) It draws the interior of the arc’s line.

B) It draws the interior of the arc, filling in the partial circle from the arc’s two end points.

C) It draws a straight connecting line between the arc’s two end points.

Ans: B

Complexity: Moderate

Ahead: Drawing Arcs and Circles

Subject: Chapter 12

5. In calling the context object’s <code>rotate</code> method, which of the following arguments do you pass to it?

A) A value for the amount of rotation, in units of degrees

B) A value for the amount of rotation, in units of radians

C) Values for x and y positions, in units of pixels

Ans: B

Complexity: Moderate

Ahead: Using Canvas for Transformations

Subject: Chapter 12

**True/False**

1. True or False? A problem with Flash is that it is not built into browser software.

Ans: True

Complexity: Moderate

Ahead: Introduction

Subject: Chapter 12

2. True or False? To rotate around a position different from the coordinate system’s origin, you should first call <code>translate</code> to move the origin so it is centered at the position where you want the rotation to take place.

Ans: True

Complexity: Moderate

Ahead: Using Canvas for Transformations

Subject: Chapter 12

3. True or False? When you call the context object’s <code>rotate</code> method, the JavaScript engine rotates the coordinate system around the origin and then refreshes the canvas drawing area by redrawing it.

Ans: False

Complexity: Moderate

Ahead: Using Canvas for Transformations

Subject: Chapter 12

**Short Answer**

1. The text that appears between the canvas element’s tags is known as \_\_\_\_\_\_\_\_\_\_ content. It gets displayed when the user’s browser doesn’t support the canvas element.

Ans: fallback

Complexity: Difficult

Ahead: Canvas Syntax Basics

Subject: Chapter 12

2. The context object’s <code>moveTo</code> method moves the drawing \_\_\_\_\_\_, so the JavaScript engine knows where you want to start writing.

Ans: pen

Complexity: Moderate

Ahead: Drawing Lines and Paths

Subject: Chapter 12