Import Settings:

Base Settings: Brownstone Default

Information Field: Complexity

Information Field: Ahead

Information Field: Subject

Information Field: Title

Highest Answer Letter: C

Multiple Keywords in Same Paragraph: No

NAS ISBN13: 9781284093674, add to Ahead, Title tags

**Chapter: Chapter 12 - Quiz**

**Multiple Choice**

1. Using named constants for shape positions and shape dimensions makes your web page drawings:

A) have a smaller file size.

B) faster.

C) scalable.

Ans: C

Complexity: Moderate

Ahead: Face Web Page

Subject: Chapter 12

Title: Canvas

2. What is the context object property in charge of specifying horizontal alignment for text in the canvas drawing area?

A) alignHorizontal

B) textAlign

C) textBaseline

Ans: B

Complexity: Moderate

Ahead: Formatting Text

Subject: Chapter 12

Title: Canvas

**True/False**

1. True or False? An applet is a stand-alone JavaScript program.

Ans: False

Complexity: Moderate

Ahead: Introduction

Subject: Chapter 12

Title: Canvas

2. True or False? A benefit of using helper functions is that they allow you to execute the helper functions’ tasks from different places in your program while avoiding redundant code.

Ans: True

Complexity: Moderate

Ahead: Moving Face Web Page

Subject: Chapter 12

Title: Canvas

3. True or False? For the context object’s fillRect method, the JavaScript engine assumes units of pixels for the x, y, width, and height argument values, and the programmer does not specify units explicitly.

Ans: True

Complexity: Moderate

Ahead: Rectangles Web Page

Subject: Chapter 12

Title: Canvas

4. True or False? After the browser engine assigns a value to the context object’s lineWidth property, that line width will be used for all subsequent line drawings until the lineWidth property is reassigned.

Ans: True

Complexity: Moderate

Ahead: Rectangles Web Page

Subject: Chapter 12

Title: Canvas

**Short Answer**

1. The \_\_\_\_\_\_ object represents the canvas element’s drawing area. After retrieving it from the canvas object, you use it to call methods that draw and animate graphics objects.

Ans: context

Complexity: Difficult

Ahead: Canvas Syntax Basics

Subject: Chapter 12

Title: Canvas

**Essay**

1. Given the following syntax for the arc method, describe the purpose of *counterclockwise*.

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

Ans: It is a Boolean argument that determines whether the arc is drawn in the counter-clockwise direction from the *start-angle* to the *end-angle*.

Complexity: Easy

Ahead: Drawing Arcs and Circles

Subject: Chapter 12

Title: Canvas

2. What does the following method call do?

*context*.setTransform(1, 0, 0, 1, 0, 0);

Ans: It restores the coordinate system so it matches the canvas drawing area.

Complexity: Difficult

Ahead: Using Canvas for Transformations

Subject: Chapter 12

Title: Canvas

3. If you translate a graphics object, you’ll usually want to clear the canvas drawing area before you draw the translated object. If you rotate a graphics object, there’s no need to clear the canvas drawing area. Why the difference?

Ans: When you translate, you need to delete the canvas drawing area, to avoid a trail. But for rotation, there’s no trail because the graphics object stays in the same position.

Complexity: Difficult

Ahead: Moving Face Web Page

Subject: Chapter 12

Title: Canvas