Import Settings:

Base Settings: Brownstone Default

Information Field: Complexity

Information Field: Ahead

Information Field: Subject

Information Field: Title

Highest Answer Letter: D

Multiple Keywords in Same Paragraph: No

NAS ISBN13: 9781284093674, add to Ahead, Title tags

**Chapter: Chapter 12 – Practice Activities**

**Multiple Choice**

1. If you call ctx.scale(2, 2) and then call ctx.scale(1.5, 1.5), what happens?

A) Unless this is another scale method call, all future drawing operations use 1.5 times as many pixels as before for their size and position values.

B) Unless this is another scale method call, all future drawing operations use 6 times as many pixels as before for their size and position values.

C) The next drawing operation (but not subsequent drawing operations) uses 1.5 times as many pixels as before for its size and position values.

D) The next drawing operation (but not subsequent drawing operations) uses 6 times as many pixels as before for its size and position values.

Ans: B

Complexity: Moderate

Ahead: Using Canvas for Transformations

Subject: Chapter 12

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2. The standard way to clear the canvas drawing area is to call four of the context object’s methods. What is the proper order for calling those methods?

A) setTransform, save, clearRect, restore

B) save, setTransform, clearRect, restore

C) clearRect, save, setTransform, restore

Ans: B

Complexity: Moderate

Ahead: Using Canvas for Transformations

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3. Given the following syntax for the clearRect method, if you want to clear the entire canvas drawing area, what values are appropriate for the method’s first two arguments?

*context*.clearRect(*top-left-x*, *top-left-y*, *width*, *height*);

A) 0, 0 (assuming the current coordinate system is the same as the canvas drawing area)

B) -1, -1

C) null, null

Ans: A

Complexity: Easy

Ahead: Using Canvas for Transformations

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4. Given the following syntax for the clearRect method, if you want to clear the entire canvas drawing area, what values are appropriate for the method’s third and fourth arguments?

*context*.clearRect(*top-left-x*, *top-left-y*, *width*, *height*);

A) *canvas*.width, *canvas*.height (where *canvas* is the canvas element’s object)

B) MAX\_WIDTH, MAX\_HEIGHT

C) null, null

Ans: A

Complexity: Easy

Ahead: Using Canvas for Transformations

Subject: Chapter 12

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5. To indicate the start of a path:

A) call the context object’s beginPath method.

B) call the context object’s moveTo method.

C) call the context object’s start method.

Ans: A

Complexity: Moderate

Ahead: Drawing Lines and Paths

Subject: Chapter 12

Title: Canvas

6. Which of the following is the context object property in charge of specifying vertical alignment for text in the canvas drawing area?

A) alignHorizontal

B) textAlign

C) textBaseline

Ans: C

Complexity: Moderate

Ahead: Formatting Text

Subject: Chapter 12

Title: Canvas

**True/False**

1. True or False? Given the following syntax for the arc method, the *start-angle* and *end-angle* arguments are the arc's starting and ending angles, in radians.

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

Ans: True

Complexity: Moderate

Ahead: Drawing Arcs and Circles

Subject: Chapter 12

Title: Canvas

2. True or False? If you would like your drawn rectangle’s border to have a line width equal to the value specified by the lineWidth property, you should call the strokeRect method before the fillRect method.

Ans: False

Complexity: Moderate

Ahead: Rectangles Web Page

Subject: Chapter 12

Title: Canvas

3. True or False? When assigning colors for canvas shapes, you can use any of the color value formats that are used for CSS.

Ans: True

Complexity: Moderate

Ahead: Rectangles Web Page

Subject: Chapter 12

Title: Canvas

**Short Answer**

1. To adjust the number of pixels that position and size values represent, you can call the context object’s \_\_\_\_\_\_ method.

Ans: scale

Complexity: Moderate

Ahead: Using Canvas for Transformations

Subject: Chapter 12

Title: Canvas