Name(s): \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Directions

Use this activity document to guide your work in *Collage Tutorial*. <http://aka.ms/CollageTutorial>.

Answer the questions below while working on or after you finish the tutorial:

1. What is a collage?

1. What is a sprite?

1. What is a pixel?

1. Consider the following code:

sprite := board->create picture(mypicture)

If the rectangle below represents a board that is 800 pixels wide and 400 pixels tall, place an X approximately where the sprite is placed. Explain why the sprite is placed there.



1. Consider the following code:

sprite := board->create picture(mypicture)

sprite->set x(100)

If the rectangle below represents a board that is 800 pixels wide and 400 pixels tall, place an X approximately where the sprite is placed. Explain why the sprite is placed there.



1. Consider the following code:

sprite := board->create picture(mypicture)

sprite->set pos(700, 300)

If the rectangle below represents a board that is 800 pixels wide and 400 pixels tall, place an X approximately where the sprite is placed. Explain why the sprite is placed there.



1. Suppose you place a sprite that is 100 pixels wide and 300 pixels tall on the screen. After you use sprite->set width(50) to adjust the size of the sprite, what are the dimensions of the sprite? Explain your answer.

Width: \_\_\_\_\_ Height: \_\_\_\_\_

1. What is a text sprite? How is it different from a picture sprite?