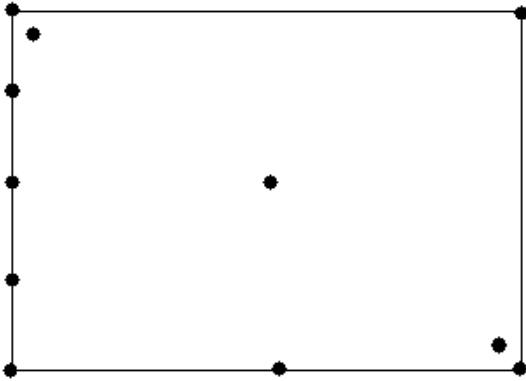


GAME MAKER COORDINATES

QUESTION 1 – COORDINATES

Label each point on the Game Maker room window below with the letter with the corresponding coordinates.



- A (0, 0)
- B (10, 10)
- C (room_width, room_height)
- D (room_width, 0)
- E (room_width/2, room_height/2)
- F (0,room_height)
- G (room_width – 10, room_height – 10)
- H (0, room_height/2)
- I (room_width/2, room_height)
- J (0,room_height/4)
- K (0,3*room_height/4)

QUESTION 2 – NEGATIVE COORDINATES

Add the following points and label them on the room window (rectangle) in Question 1.

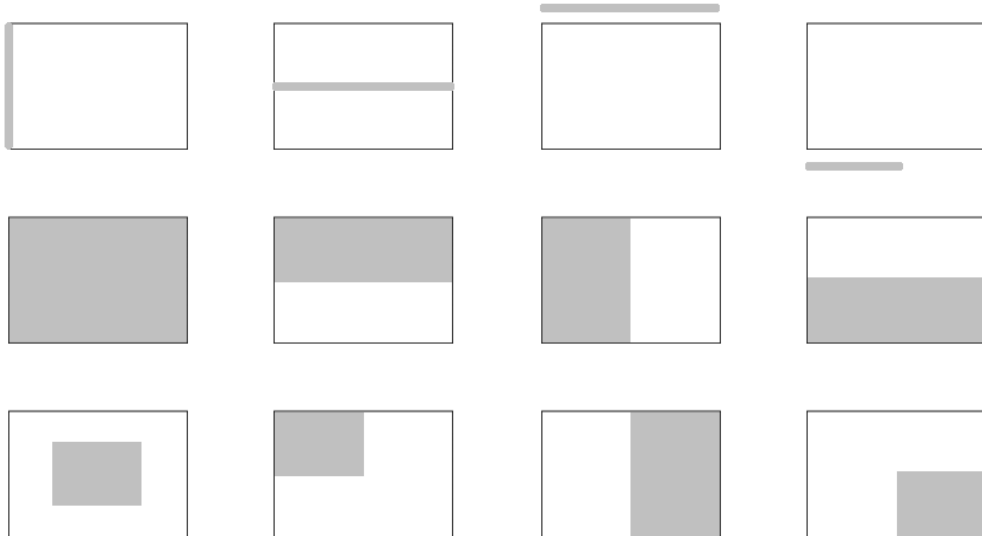
L (room_width/2, -50)

M (-20, 0)

N (-50, -50)

QUESTION 3 – COORDINATE RANGES

Associate each range of points shown by the grey line or rectangle with its corresponding coordinate code.



- A (0, random(room_height))
- B (random(room_width), random(room_height))
- C (room_width/2+random(room_width/2), room_height/2+random(room_height/2))
- D (random(room_width/2), random(room_height))
- E (room_width/4+random(room_width/2), room_height/4+random(room_height/2))
- F (random(room_width), random(room_height/2))
- G (random(room_width/2), random(room_height/2))
- H (random(room_width), -40)
- I (random(room_width), room_height/2)
- J (random(room_width/2), room_height + 40)
- K (room_width/2+random(room_width/2), random(room_height))
- L (random(room_width), room_height/2 + random(room_height/2))