Question 1. Each of the following expressions evaluates to some value. For each one, give the resulting value and its type (as one of int, float, or str).

<table>
<thead>
<tr>
<th>Value</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>(a). 4</td>
<td>int</td>
</tr>
<tr>
<td>(b). -4.5</td>
<td>float</td>
</tr>
<tr>
<td>(c). &quot;6.6&quot;</td>
<td>str</td>
</tr>
<tr>
<td>(d). 1 + 3.0</td>
<td>int</td>
</tr>
<tr>
<td>(e). &quot;cup&quot;+ &quot;cake&quot;</td>
<td>str</td>
</tr>
</tbody>
</table>

Question 2. Circle the names which correspond to valid variable names in Processing

void building-code PORTFOLIO int
h height 1height @letter
if 12 num1 name
total_code numIngredients Amount# Unicorn

Question 3. The following code is supposed to create a gradient of colors based on the mouse position but all the circles are black! Fix the code so the colors look correct! (Hint: Print the values of green and blue to the console.)

```java
void setup() {
  size(500,500);
  background(255);
}

void draw() {
  float red = 0;
  float green = (mouseY / 500) * 165;
  float blue = (mouseX / 500) * 165;
  fill(red, green, blue);
  ellipse(mouseX, mouseY, 50, 50);
}```
Question 4. Use the arc function to draw either a lemon/orange/lime/watermelon wedge. Submit your program on dropbox (no need to write out your program here).

Requirements: Use at least one 180 degree arc for the rind and 3 equal arcs for the interior fruit.) Define a variable to determine the colors of the wedge.