



Your Name: _____
ID#: _____

TA's Name: _____
Section #: _____

KEY: Take-Home: Quiz 1 (15 pts) - Introduction to Computer Programming and Algorithms

Using Canvas <https://canvas.wsu.edu/>, please submit your solution to the correct quiz folder. Your solution should be a .pdf file with the name <your last name>_quiz1.pdf and uploaded. To upload your solution, please navigate to your correct Canvas **lab** course space. Select the “Assignments” link in the main left menu bar. Navigate to the correct quiz submission folder. Click the “Start Assignment” button. Click the “Upload File” button. Choose the appropriate .pdf file with your solution. Finally, click the “Submit Assignment” button.

NOTE: The use of gen AI is forbidden for quizzes.

1. (7 pts) Given a black whiteboard marker and a whiteboard, provide an algorithm to describe to another human how to draw a *rectangle* on the whiteboard. Please assume that the marker is already in hand and opened. Be sure to number your steps.
 1. Get the black pen from the whiteboard tray. (this step is optional to list)
 2. Place the pen between the thumb and pointer finger on your right hand with the ink pointing towards the whiteboard. (this step is optional to list)
 3. Draw a dot on the whiteboard. Label this dot as dot 1.
 4. Draw another dot on the whiteboard that does not overlap with dot 1. Label this dot as dot 2.
 5. Draw a straight line that connects dots 1 and 2. Label this line as line 1.
 6. Draw another dot on the whiteboard that is 90 degrees directly above dot 1 and line 1. Label this dot as dot 3.
 7. Draw a straight line that connects dot 1 and dot 3. Label this line as line 2.
 8. Draw one more dot on the whiteboard that is 90 degrees directly above dot 2 and line 1. The dot must be the same distance from dot 2 that dot 3 is from dot 1. This dot must also be the same distance from dot 3 as dot 1 is from dot 2. Label this dot as dot 4.
 9. Draw a straight line that connects dot 2 and dot 4. Label this line as line 3.
 10. Draw a straight line that connects dot 3 and dot 4. Label this line as line 4.
You now have a rectangle. All opposite lines (sides) of the rectangle must be parallel, and all interior angles must be 90 degrees.
 11. Done.

CptS 121 – Program Design and Development

Date Assigned: Fri, Aug, 28, 2026 Due Date: Tues, Sep 8, 2026



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2. (2 pts) The starting point of execution for all C programs is the function _____ **main** _____.
3. (2 pts) The software tool that translates a high-level programming language to machine readable instructions is called a(n) _____ **compiler** _____.
4. (2 pts) If we want to use the functions `printf` and `scanf`, we need to include the C standard library called _____ **<stdio.h> or just stdio is fine** _____.
5. (2 pts) A sequence of instructions that solves a problem is known as a(n) _____ **algorithm** _____.