In this section, you’ll be writing a Processing programs for event-handling.

1. The keyPressed variable is True if a keyboard key is “currently” being pressed by the user.

Answer: True or False

2. Recall this code from the lecture slides on responding to events. What does it do? (Type it in and run it if you don’t remember!)

```java
void setup() {  
    size(300, 300);  
    frameRate(60);  
}
void draw() {  
    if (mousePressed == true) {  
        if (mouseX < 100) {  
            fill(50, 200, 255);  
        } else if (mouseX < 200) {  
            fill(100, 255, 100);  
        } else {  
            fill(150, 0, 200);  
        }  
        ellipse(mouseX, mouseY, 50, 50);  
    }
}
```