In this section, you’ll be writing a Processing programs for handling key presses. You’ll also be given several problems that will give you more practice with nested loops and if statements.

1. What variable naming convention does Processing use? Circle one.
   
   a) CamelCase  
   b) camelCase  
   c) None of the above

2. We’ve used the keyPressed variable to determine whether a key has been pressed. Processing also has a built-in function, keyPressed(), that is called if a key is pressed. Here is an example of using this function:

   ```java
   // Press any key to toggle between red and green.
   //
   void setup() {
     size(200,200);
   }
   int toggle = 0;

   void draw() {
     if (toggle == 0) {
       fill(255,0,0); // fill with red
     } else {
       fill(0,255,0); // fill with green
     }
     ellipse(100,100,200,100);
   }

   // Change the variable “toggle” to control the color
   // of the ellipse
   void keyPressed() {
     if (toggle == 0) {
       toggle = 1;
     } else {
       toggle = 0;
     }
   }
   ```

   This draws an ellipse on the canvas and toggles the color of the ellipse from red to green and vice versa on each key press.

   We will be using the keyPressed() function in this section. You should also use this function in your programming assignment.