UNIVERSITY OF PETRA

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تطوير وبرمجة الألعاب التفاعلية (607461_1)

Dashboard > My courses > 607461_1 > Topic 14 > Final [Theoritical Part 25%]

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202211425 محمد خالد محمد عبد الخالق _VR&AR   م2

Started on	Monday, 23 June 2025, 10:22 AM
State	Finished
Completed on	Monday, 23 June 2025, 10:50 AM
Time taken	28 mins 18 secs
Grade	20.50 out of 25.00 (**82**%)

Question 1

Correct

Mark 1.00 out of 1.00

How are rows and columns indexed in GameSalad tables?

- ○ a.   Starting from 0
- ○ b.   With random values
- ○ c.   Using letters
- ⦿ d.   Starting from 1 ✓

The correct answer is: Starting from 1

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:22:57	Saved: Starting from 1	Answer saved	
3	23/06/25, 10:46:47	Saved: Starting from 0	Answer saved	
4	23/06/25, 10:46:52	Saved: Starting from 1	Answer saved	
5	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question 2

Correct

Mark 1.00 out of 1.00

What happens if you add more rows to a table using tableRowCount in a function?

○ a.   Only the old rows are included

○ b.   You must update the function manually

◉ c.   The new rows are automatically considered ✔

○ d.   The function stops working

The correct answer is: The new rows are automatically considered

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:22:57	Saved: The new rows are automatically considered	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **3**

Correct

Mark 1.00 out of 1.00

What behavior is used to restart the current level in GameSalad?

○ a.   Reset Scene ✓

○ b.   Change Scene

○ c.   Reset Game

○ d.   Interpolate

The correct answer is: Reset Scene

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:22:57	Saved: Interpolate	Answer saved	
3	23/06/25, 10:30:39	Saved: Reset Scene	Answer saved	
4	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question 4

Correct

Mark 1.00 out of 1.00

Which GameSalad function gives the total number of rows in a table?

- ⦿ a.   tableRowCount ✓
- ○ b.   tableColCount
- ○ c.   tableSize
- ○ d.   tableRowNumber

The correct answer is: tableRowCount

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:23:36	Saved: tableRowCount	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question 5

Correct

Mark 1.00 out of 1.00

What does random(1,5) return?

- ○ a.   Only 1
- ○ b.   Only even numbers
- ○ c.   A floating number between 1 and 5
- ⦿ d.   Any number between 1 and 5 inclusive ✓

The correct answer is: Any number between 1 and 5 inclusive

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:23:36	Saved: Any number between 1 and 5 inclusive	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question 6

Correct

Mark 1.00 out of 1.00

What does the "Change Attribute" behavior do?

- ○ a.   Displays animation frames
- ◉ b.   Alters a variable's value ✓
- ○ c.   Permanently deletes an actor
- ○ d.   Adjusts platform size

The correct answer is: Alters a variable's value

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:23:36	Saved: Alters a variable's value	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question 7

Correct

Mark 1.00 out of 1.00

What is the result of floor(1.5)?

- ○ a.   -1
- ○ b.   2
- ○ c.   0
- ◉ d.   1 ✓

The correct answer is: 1

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:24:20	Saved: 1	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question 8

Correct

Mark 1.00 out of 1.00

What does the "Animate" behavior do?

- a. Displays text on screen
- b. Pauses the game
- c. Changes an attribute value instantly
- d. Runs a sequence of images as a looping or timed animation ✓

The correct answer is: Runs a sequence of images as a looping or timed animation

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:24:20	Saved: Runs a sequence of images as a looping or timed animation	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question 9

Incorrect

Mark 0.00 out of 0.50

Which of the following would affect how fast an actor slows down?

- a. Density
- b. Friction
- c. Restitution
- d. Rotation ✗

The correct answer is: Friction

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:24:20	Saved: Rotation	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **10**

Correct

Mark 0.50 out of 0.50

What does the abs() function return?

○ a.   The square of a number

◉ b.   The absolute (non-negative) value of a number ✔

○ c.   The rounded value of a number

○ d.   The negative value of a number

The correct answer is: The absolute (non-negative) value of a number

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:25:02	Saved: The absolute (non-negative) value of a number	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**0.50**

Question **11**

Correct

Mark 0.50 out of 0.50

How does the vectorToAngle(x, y) function work?

○ a.   Returns distance from (x, y) to (0, 0)

○ b.   Finds max angle between x and y

◉ c.   Returns the direction in degrees from origin to (x, y) ✔

○ d.   Calculates magnitude between two points

The correct answer is: Returns the direction in degrees from origin to (x, y)

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:25:02	Saved: Returns the direction in degrees from origin to (x, y)	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**0.50**

Question 12

Correct

Mark 1.00 out of 1.00

What is the purpose of a Boolean attribute?

○ a. To set color

○ b. To define angles

○ c. To store text values

⦿ d. To represent true/false logic ✓

The correct answer is: To represent true/false logic

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:25:02	Saved: To represent true/false logic	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **13**

Correct

Mark 1.00 out of 1.00

What does round(3.7) return?

- a. 3
- ○ b. 4 ✓
- c. 7
- d. 5

The correct answer is: 4

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:26:02	Saved: 3	Answer saved	
3	23/06/25, 10:44:36	Saved: 4	Answer saved	
4	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **14**

Correct

Mark 1.00 out of 1.00

What is a table in GameSalad?

○ a. A tool for creating animations

○ b. A type of actor used to store images

○ c. A scene editor tool for UI layout

◉ d. A 2D matrix of data accessed by row and column ✓

The correct answer is: A 2D matrix of data accessed by row and column

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:26:02	Saved: A 2D matrix of data accessed by row and column	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **15**

Correct

Mark 1.00 out of 1.00

How can you make an actor follow a player across a scene?

◉ a. Use the Control Camera behavior ✓

○ b. Use a Display Text behavior

○ c. Use the Stretch wrap setting

○ d. Add a Timer to the scene

The correct answer is: Use the Control Camera behavior

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:26:02	Saved: Use the Control Camera behavior	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **16**

Incorrect

Mark 0.00 out of
0.50

Which function displays a floating point with padding and precision?

○ a. padInt() ✗

○ b. padReal()

○ c. floor()

○ d. round()

The correct answer is: padReal()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:26:51	Saved: padInt()	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **17**

Correct

Mark 1.00 out of 1.00

What is the function of a "Behavior" in GameSalad?

○ a.   Controls only graphics settings

◉ b.   Assigns logic and actions to actors ✓

○ c.   Changes screen resolution

○ d.   Stores scores and text values

The correct answer is: Assigns logic and actions to actors

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:26:51	Saved: Controls only graphics settings	Answer saved	
3	23/06/25, 10:33:23	Saved: Assigns logic and actions to actors	Answer saved	
4	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **18**

Correct

Mark 0.50 out of 0.50

What setting makes an actor invisible during gameplay?

- a. Reduce size to 0
- b. Set its color to white
- ◉ c. Set alpha to 0 ✓
- d. Uncheck collision

The correct answer is: Set alpha to 0

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:26:51	Saved: Set alpha to 0	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**0.50**

Question **19**

Incorrect

Mark 0.00 out of 1.00

If `game.distance < 200`, what can be triggered for the enemy actor?

- a. Fade behavior
- ◉ b. Interpolate Y position only ✗
- c. Move To behavior to chase hero
- d. Destroy behavior

The correct answer is: Move To behavior to chase hero

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:28:03	Saved: Interpolate Y position only	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **20**

Correct

Mark 1.00 out of 1.00

Which behavior should you use to continuously rotate an actor?

○ a.   Animate

○ b.   Move To

○ c.   Timer

◉ d.   Rotate ✓

The correct answer is: Rotate

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:34:11	Saved: Rotate	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **21**

Incorrect

Mark 0.00 out of 0.50

What does the "Constrain Attribute" behavior do?

◉ a.   Moves actor to a new position ✗

○ b.   Destroys the actor

○ c.   Keeps one attribute updated based on another

○ d.   Changes an image

The correct answer is: Keeps one attribute updated based on another

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:28:03	Saved: Moves actor to a new position	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **22**

Correct

Mark 1.00 out of
1.00

Which function returns the value of a specific table cell?

- a.   tableColCount
- b.   tableRowCount
- c.   tableColSum
- d.   tableCellValue ✓

The correct answer is: tableCellValue

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:28:38	Saved: tableCellValue	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **23**

Incorrect

Mark 0.00 out of
1.00

What is the result of pow(2,3)?

- a.   8
- b.   9
- c.   6 ✗
- d.   5

The correct answer is: 8

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:28:38	Saved: 6	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **24**

Correct

Mark 0.50 out of 0.50

What does the sin() function compute?

○ a. The arctangent of a value

◉ b. The sine of an angle ✓

○ c. The cosine of an angle

○ d. The square root of a number

The correct answer is: The sine of an angle

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:28:38	Saved: The sine of an angle	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**0.50**

Question **25**

Correct

Mark 1.00 out of 1.00

What happens when you use roundTo(0.12365, 3)?

○ a. 0.123

○ b. 0.120

◉ c. 0.124 ✓

○ d. 0.125

The correct answer is: 0.124

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:29:15	Saved: 0.124	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question **26**

Incorrect

Mark 0.00 out of 1.00

Which blending mode completely replaces the background behind an actor?

- a. Opaque
- b. Additive ✗
- c. Screen
- d. Normal

The correct answer is: Opaque

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:29:15	Saved: Additive	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **27**

Correct

Mark 0.50 out of 0.50

Which function is used to calculate the square root of a number?

- a. sqrt() ✓
- b. pow()
- c. root()
- d. log10()

The correct answer is: sqrt()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:29:15	Saved: sqrt()	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**0.50**

Question 28

Correct

Mark 1.00 out of 1.00

Which function calculates the arccosine of a value?

- ○ a. acos() ✓
- ○ b. asin()
- ○ c. atan()
- ○ d. cos()

The correct answer is: acos()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:30:00	Saved: acos()	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

Question 29

Correct

Mark 1.00 out of 1.00

What are attributes in GameSalad?

- ○ a. Behaviors used for actor animation
- ○ b. Code blocks for player control
- ○ c. Visual elements of a scene
- ○ d. Value holders that store data like numbers or text ✓

The correct answer is: Value holders that store data like numbers or text

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:22:09	Started	Not yet answered	
2	23/06/25, 10:30:00	Saved: Value holders that store data like numbers or text	Answer saved	
3	**23/06/25, 10:50:27**	**Attempt finished**	**Correct**	**1.00**

◄ Final Practical Question (…

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