UNIVERSITY OF PETRA

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E-Learning Portal ⌄   Resources | إدماج التعلم الإلكتروني   أيقونة التعلم الإلكتروني   Old Moodle ⌄   FIT-Courses   Quality ⌄

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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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حنين عبدالله علي ابو محفوظ 202220087 VR&AR   ح2

Started on	Monday, 23 June 2025, 10:19 AM
State	Finished
Completed on	Monday, 23 June 2025, 10:47 AM
Time taken	27 mins 52 secs
Grade	**24.00** out of 25.00 (**96**%)

Question 1

Correct

Mark 0.50 out of 0.50

What does the abs() function return?

- ○ a. The square of a number
- ○ b. The negative value of a number
- ○ c. The rounded value of a number
- ◉ d. The absolute (non-negative) value of a number ✓

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

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Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:20:33	Saved: The absolute (non-negative) value of a number	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**0.50**

Question **2**

Correct

Mark 1.00 out of 1.00

What does the sin() function compute?

- ○ a. The square root of a number
- ◉ b. The sine of an angle ✓
- ○ c. The cosine of an angle
- ○ d. The arctangent of a value

The correct answer is: The sine of an angle

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:20:33	Saved: The sine of an angle	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **3**

Correct

Mark 1.00 out of 1.00

Which function returns the row number given a row label?

- ◉ a. tableRowNumber ✓
- ○ b. tableLabelIndex
- ○ c. tableColNumber
- ○ d. tableRowCount

The correct answer is: tableRowNumber

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:20:33	Saved: tableRowNumber	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **4**

Correct

Mark 1.00 out of 1.00

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

- ○ a. Use a Display Text behavior
- ● b. Use the Control Camera 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, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:22:22	Saved: Use the Control Camera behavior	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **5**

Correct

Mark 0.50 out of 0.50

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

- ○ a. Restitution
- ○ b. Density
- ○ c. Rotation
- ● d. Friction ✓

The correct answer is: Friction

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:22:22	Saved: Friction	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**0.50**

Question **6**

Correct

Mark 1.00 out of 1.00

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

- ○ a. You must update the function manually
- ● b. The new rows are automatically considered ✓
- ○ c. Only the old rows are included
- ○ 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, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:22:22	Saved: The new rows are automatically considered	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **7**

Incorrect

Mark 0.00 out of 1.00

Which option is **not** a valid horizontal/vertical wrap mode in GameSalad?

- ○ a. Stretch
- ● b. Fixed ✗
- ○ c. Tile
- ○ d. Expand

The correct answer is: Expand

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:23:40	Saved: Fixed	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Incorrect**	**0.00**

Question **8**

Correct

Mark 1.00 out of 1.00

What does the "Rule" behavior do?

○ a. Defines conditions for running behaviors ✓

○ b. Draws new shapes

○ c. Controls background images

○ d. Creates actor clones

The correct answer is: Defines conditions for running behaviors

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:23:40	Saved: Defines conditions for running behaviors	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **9**

Correct

Mark 1.00 out of 1.00

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

○ a. Assigns logic and actions to actors ✓

○ b. Changes screen resolution

○ c. Controls only graphics settings

○ 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, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:23:40	Saved: Assigns logic and actions to actors	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **10**

Correct

Mark 1.00 out of 1.00

Which data types can be used in a table column?

- ○ a. Any consistent type per column ✓
- ○ b. Mixed types in the same column
- ○ c. Only text
- ○ d. Only numbers

The correct answer is: Any consistent type per column

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:25:51	Saved: Any consistent type per column	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **11**

Correct

Mark 1.00 out of 1.00

Which function limits decimal places but keeps the return type as a number?

- ○ a. precision()
- ○ b. padReal()
- ○ c. roundTo() ✓
- ○ d. floor()

The correct answer is: roundTo()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:25:51	Saved: roundTo()	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question 12

Correct

Mark 0.50 out of 0.50

Which function can you use to make an actor disappear based on distance?

○ a.   magnitude() + alpha set to 0 ✓

○ b.   sin() + constrain attribute

○ c.   log10() + vectorToAngle()

○ d.   magnitude() + padReal()

The correct answer is: magnitude() + alpha set to 0

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:25:51	Saved: magnitude() + padReal()	Answer saved	
3	23/06/25, 10:41:33	Saved: magnitude() + alpha set to 0	Answer saved	
4	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**0.50**

Question 13

Correct

Mark 0.50 out of 0.50

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

- ○ a. Change Scene
- ● b. Reset Scene ✓
- ○ c. Reset Game
- ○ d. Interpolate

The correct answer is: Reset Scene

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:28:34	Saved: Reset Scene	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**0.50**

Question 14

Correct

Mark 0.50 out of 0.50

Which attribute cannot store negative numbers?

- ○ a. Integer
- ● b. Index ✓
- ○ c. Real
- ○ d. Angle

The correct answer is: Index

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:28:34	Saved: Index	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**0.50**

Question **15**

Correct

Mark 1.00 out of 1.00

What setting makes an actor invisible during gameplay?

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

The correct answer is: Set alpha to 0

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:28:34	Saved: Set alpha to 0	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **16**

Correct

Mark 1.00 out of 1.00

Which function calculates the arccosine of a value?

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

The correct answer is: acos()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:30:28	Saved: acos()	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **17**

Correct

Mark 1.00 out of
1.00

What does the "Change Attribute" behavior do?

○ a.   Permanently deletes an actor

◉ b.   Alters a variable's value ✓

○ c.   Displays animation frames

○ d.   Adjusts platform size

The correct answer is: Alters a variable's value

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:30:28	Saved: Alters a variable's value	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **18**

Correct

Mark 0.50 out of
0.50

What does random(1,5) return?

◉ a.   Any number between 1 and 5 inclusive ✓

○ b.   A floating number between 1 and 5

○ c.   Only 1

○ d.   Only even numbers

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

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:30:28	Saved: Any number between 1 and 5 inclusive	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**0.50**

Question 19

Correct

Mark 1.00 out of 1.00

What is the purpose of a Boolean attribute?

- ○ a. To set color
- ● b. To represent true/false logic ✓
- ○ c. To define angles
- ○ d. To store text values

The correct answer is: To represent true/false logic

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:31:19	Saved: To represent true/false logic	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question 20

Correct

Mark 1.00 out of 1.00

What is the result of ceil(-3.5)?

- ● a. -3 ✓
- ○ b. -4
- ○ c. 4
- ○ d. 3

The correct answer is: -3

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:31:19	Saved: -3	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **21**

Correct

Mark 1.00 out of 1.00

What does the "Constrain Attribute" behavior do?

- ○ a. Destroys the actor
- ◉ b. Keeps one attribute updated based on another ✓
- ○ c. Moves actor to a new position
- ○ 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, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:31:19	Saved: Keeps one attribute updated based on another	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **22**

Correct

Mark 1.00 out of 1.00

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

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

The correct answer is: Move To behavior to chase hero

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:35:29	Saved: Move To behavior to chase hero	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **23**

Correct

Mark 0.50 out of 0.50

What is the result of floor(1.5)?

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

The correct answer is: 1

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:35:29	Saved: 1	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**0.50**

Question **24**

Correct

Mark 1.00 out of 1.00

What happens when you use the random function with tableCellValue?

- ○ a. Shuffles the column data
- ○ b. Replaces the table with new data
- ◉ c. Randomly selects a row number ✓
- ○ d. Returns all rows at once

The correct answer is: Randomly selects a row number

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:35:29	Saved: Randomly selects a row number	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **25**

Correct

Mark 1.00 out of 1.00

What does round(3.7) return?

○ a. 4 ✓

○ b. 5

○ c. 3

○ d. 7

The correct answer is: 4

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:38:24	Saved: 4	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **26**

Correct

Mark 0.50 out of 0.50

What is the purpose of the padInt() function?

○ a. Format a floating number with padding

○ b. Convert a float to integer

○ c. Display an integer with a fixed number of digits ✓

○ d. Round a number to nearest integer

The correct answer is: Display an integer with a fixed number of digits

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:38:24	Saved: Display an integer with a fixed number of digits	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**0.50**

Question 27

Correct

Mark 1.00 out of 1.00

Which function returns the sum of numeric values in a column over a row range?

- ○ a. tableCellValue
- ◉ b. tableColSum ✓
- ○ c. tableRowCount
- ○ d. tableColNumber

The correct answer is: tableColSum

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:38:24	Saved: tableColSum	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question 28

Correct

Mark 1.00 out of 1.00

Which attribute type should you use to store a score?

- ○ a. Boolean
- ○ b. Text
- ○ c. Real
- ◉ d. Integer ✓

The correct answer is: Integer

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:38:58	Saved: Integer	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

Question **29**

Correct

Mark 1.00 out of 1.00

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

○ a. 0.123

◉ b. 0.124 ✓

○ c. 0.125

○ d. 0.120

The correct answer is: 0.124

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:19:34	Started	Not yet answered	
2	23/06/25, 10:38:58	Saved: 0.124	Answer saved	
3	**23/06/25, 10:47:26**	**Attempt finished**	**Correct**	**1.00**

◄ Final Practical Question (…

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