UNIVERSITY OF PETRA

f   ▶   in   ⊙   ✗ | 📍 ✉ 📞   A A A   🏴 🇫🇷 🇯🇴 | 👤 JAMAL.ZRAQOU

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

My courses (5) ﹀   🔍

تطوير وبرمجة الألعاب التفاعلية (607461_1)

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

| 🎛️ Dashboard | 🏠 Site home | 📅 Calendar | 🔖 Badges | 📋 All courses | ✏️ Edit course settings | 🖌️ Content bank | ⏻ Turn editing off |

Course management ⚙️

202220551 عبد الرحمن علاء جهاد الهيموني VR&AR_ع2

Started on	Monday, 23 June 2025, 10:58 AM
State	Finished
Completed on	Monday, 23 June 2025, 11:08 AM
Time taken	10 mins 7 secs
Grade	**15.00** out of 25.00 (**60**%)

Question 1

Incorrect

Mark 0.00 out of 1.00

Which blending mode completely replaces the background behind an actor?

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

The correct answer is: Opaque

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 10:59:14	Saved: Screen	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **2**

Correct

Mark 1.00 out of 1.00

What is the purpose of a Boolean attribute?

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

The correct answer is: To represent true/false logic

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 10:59:14	Saved: To represent true/false logic	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **3**

Incorrect

Mark 0.00 out of 1.00

Which function displays a floating point with padding and precision?

- ○ a.   padInt()
- ○ b.   round()
- ◉ c.   floor() ✗
- ○ d.   padReal()

The correct answer is: padReal()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 10:59:14	Saved: floor()	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **4**

Incorrect

Mark 0.00 out of 0.50

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

- ○ a.   Destroy behavior
- ○ b.   Interpolate Y position only
- ◉ 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, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:00:19	Saved: Fade behavior	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **5**

Correct

Mark 0.50 out of 0.50

Which function calculates the arccosine of a value?

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

The correct answer is: acos()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:08:24	Saved: acos()	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**0.50**

Question **6**

Correct

Mark 1.00 out of 1.00

Which attribute type should you use to store a score?

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

The correct answer is: Integer

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:00:19	Saved: Integer	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **7**

Correct

Mark 1.00 out of 1.00

What are attributes in GameSalad?

- a. Behaviors used for actor animation
- b. Visual elements of a scene
- c. Code blocks for player control
- 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, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:02:20	Saved: Value holders that store data like numbers or text	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question 8

Correct

Mark 1.00 out of 1.00

How can you group similar actors for collision and logic control?

- a.   Using tags ✔
- b.   Using image size
- c.   Using alpha channels
- d.   Using color settings

The correct answer is: Using tags

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:02:20	Saved: Using tags	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question 9

Incorrect

Mark 0.00 out of 1.00

What happens when you use the random function with tableCellValue?

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

The correct answer is: Randomly selects a row number

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:02:20	Saved: Replaces the table with new data	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **10**

Correct

Mark 1.00 out of 1.00

Which function returns the row number given a row label?

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

The correct answer is: tableRowNumber

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:03:07	Saved: tableRowNumber	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **11**

Correct

Mark 0.50 out of 0.50

What does round(3.7) return?

- ○ a. 7
- ● b. 4 ✓
- ○ c. 5
- ○ d. 3

The correct answer is: 4

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:03:07	Saved: 4	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**0.50**

Question **12**

Incorrect

Mark 0.00 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, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:03:07	Saved: A floating number between 1 and 5	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **13**

Correct

Mark 1.00 out of 1.00

Which data types can be used in a table column?

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

The correct answer is: Any consistent type per column

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:04:26	Saved: Any consistent type per column	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **14**

Incorrect

Mark 0.00 out of 1.00

Which attribute cannot store negative numbers?

○ a.   Real ✗

○ b.   Index

○ c.   Angle

○ d.   Integer

The correct answer is: Index

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:04:26	Saved: Real	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **15**

Incorrect

Mark 0.00 out of 0.50

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

- ○ a. 0.125 ✗
- ○ b. 0.120
- ○ c. 0.123
- ○ d. 0.124

The correct answer is: 0.124

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:04:26	Saved: 0.123	Answer saved	
3	23/06/25, 11:04:34	Saved: 0.125	Answer saved	
4	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **16**

Correct

Mark 0.50 out of 0.50

What setting makes an actor invisible during gameplay?

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

The correct answer is: Set alpha to 0

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:05:30	Saved: Set alpha to 0	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**0.50**

Question **17**

Incorrect

Mark 0.00 out of 1.00

What is the output of padInt(32, 5)?

- a. 32
- b. 00032
- c. 32.000 ✗
- d. 0032

The correct answer is: 00032

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:05:30	Saved: 32.000	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question 18

Incorrect

Mark 0.00 out of
0.50

What type of behavior is activated once and stops unless triggered again?

○ a.   Block

◉ b.   Condition ✗

○ c.   Persistent

○ d.   Action

The correct answer is: Action

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:05:30	Saved: Condition	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question 19

Correct

Mark 0.50 out of
0.50

What does the "Constrain Attribute" behavior do?

○ a.   Moves actor to a new position

○ b.   Destroys the actor

○ c.   Changes an image

◉ d.   Keeps one attribute updated based on another ✓

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

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:05:57	Saved: Keeps one attribute updated based on another	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**0.50**

Question **20**

Correct

Mark 1.00 out of 1.00

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

- a. Stores scores and text values
- b. Assigns logic and actions to actors ✓
- c. Changes screen resolution
- d. Controls only graphics settings

The correct answer is: Assigns logic and actions to actors

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:05:57	Saved: Assigns logic and actions to actors	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **21**

Correct

Mark 1.00 out of 1.00

What is a table in GameSalad?

- a. A 2D matrix of data accessed by row and column ✓
- b. A tool for creating animations
- c. A scene editor tool for UI layout
- d. A type of actor used to store images

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, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:05:57	Saved: A 2D matrix of data accessed by row and column	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **22**

Correct

Mark 1.00 out of 1.00

What does the abs() function return?

- ○ a.   The negative value of a number
- ○ b.   The rounded value of a number
- ● c.   The absolute (non-negative) value of a number ✓
- ○ d.   The square 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, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:06:56	Saved: The absolute (non-negative) value of a number	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **23**

Correct

Mark 1.00 out of 1.00

Which behavior is used to constrain actor's position to a game attribute?

- ○ a.   Interpolate
- ○ b.   Move To
- ○ c.   Change Attribute
- ● d.   Constrain Attribute ✓

The correct answer is: Constrain Attribute

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:06:56	Saved: Constrain Attribute	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **24**

Incorrect

Mark 0.00 out of
1.00

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

○ a.   precision()

○ b.   floor()

◉ c.   padReal() ✗

○ d.   roundTo()

The correct answer is: roundTo()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:06:56	Saved: padReal()	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **25**

Incorrect

Mark 0.00 out of
1.00

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

◉ a.   Finds max angle between x and y ✗

○ b.   Returns the direction in degrees from origin to (x, y)

○ c.   Calculates magnitude between two points

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

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, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:07:25	Saved: Finds max angle between x and y	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **26**

Incorrect

Mark 0.00 out of 1.00

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

- ○ a. tableColCount
- ○ b. tableRowNumber
- ◉ c. tableSize ✗
- ○ d. tableRowCount

The correct answer is: tableRowCount

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:07:25	Saved: tableSize	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Incorrect**	**0.00**

Question **27**

Correct

Mark 1.00 out of 1.00

Which function gives the distance between two points in GameSalad?

- ○ a. ceil()
- ○ b. padReal()
- ◉ c. magnitude() ✓
- ○ d. vectorToAngle()

The correct answer is: magnitude()

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:07:25	Saved: magnitude()	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **28**

Correct

Mark 1.00 out of 1.00

What does the "Animate" behavior do?

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

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, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:08:03	Saved: Runs a sequence of images as a looping or timed animation	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

Question **29**

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.   Adjusts platform size
- ○ d.   Permanently deletes an actor

The correct answer is: Alters a variable's value

Response history

Step	Time	Action	State	Marks
1	23/06/25, 10:58:20	Started	Not yet answered	
2	23/06/25, 11:08:03	Saved: Alters a variable's value	Answer saved	
3	**23/06/25, 11:08:27**	**Attempt finished**	**Correct**	**1.00**

◄ Final Practical Question (…

Jump to...

You are logged in as د. جمال سامي شاهين زراقو – (Log out)   Help and documentation
Data retention summary