# UNIVERSITY OF PETRA

AAA

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الرسم بالحاسوب للواقع الافتراضي ( 607471_1 )

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## Course management ⚙

| | 202220551 عبد الرحمن علاء جهاد الهيموني _VR&AR |
|---|---|
| **Started on** | Wednesday, 18 June 2025, 12:14 PM |
| **State** | Finished |
| **Completed on** | Wednesday, 18 June 2025, 12:33 PM |
| **Time taken** | 18 mins 58 secs |
| **Grade** | **17.00** out of 25.00 (**68**%) |

**Question 1**

Correct

Mark 1.00 out of 1.00

What is glLineStipple used for?

- ○ a. To define patterns in lines such as dashes and dots ✓
- ○ b. To fill polygons
- ○ c. To draw triangles
- ○ d. To define color gradients

The correct answer is: To define patterns in lines such as dashes and dots

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:15:42 | Saved: To define patterns in lines such as dashes and dots | Answer saved | |
| 3 | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 2**

Incorrect

Mark 0.00 out of 1.00

How many parameter does the int glutCreateSubWindow() take?

- ○ a.   five parameters
- ○ b.   four parameter
- ● c.   three parameters ✗
- ○ d.   one parameter

The correct answer is: five parameters

## Response history

| Step | Time | Action | State | Marks |
|---|---|---|---|---|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:15:42 | Saved: three parameters | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Incorrect** | **0.00** |

**Question 3**

Correct

Mark 1.00 out of 1.00

_____ mark the normal plane of current window as needing to be redisplayed.

○ a.  glutReshapeFunc()

● b.  glutPostRedisplay() ✓

○ c.  glutReshapeWindow()

○ d.  glutSizeFunc

The correct answer is: glutPostRedisplay()

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:15:42 | Saved: glutPostRedisplay() | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 4**

Correct

Mark 1.00 out of 1.00

_____ requests a change in the size of the current window.

- ○ a. glutSizeFunc
- ○ b. glutGet()
- ○ c. glutReshapeFunc()
- ● d. glutReshapeWindow() ✓

The correct answer is: glutReshapeWindow()

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:17:56 | Saved: glutReshapeWindow() | Answer saved | |
| 3 | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

## Question 5

Correct

Mark 1.00 out of 1.00

Which function is used to specify a vertex with 3 float values?

- ○ a. glVertex3f ✓
- ○ b. glClear
- ○ c. glColor3f
- ○ d. glBegin

The correct answer is: glVertex3f

## Response history

| Step | Time | Action | State | Marks |
| --- | --- | --- | --- | --- |
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:17:56 | Saved: glVertex3f | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 6**

Correct

Mark 1.00 out of 1.00

Which OpenGL function is used to set a window size?

- ○ a. glBegin()
- ○ b. glVertex3f()
- ⦿ c. glutInitWindowSize() ✓
- ○ d. glFlush()

The correct answer is: glutInitWindowSize()

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:17:56 | Saved: glutInitWindowSize() | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 7**

Incorrect

Mark 0.00 out of 1.00

_____ procedure setup the OpenGL to how to store color information.

○ a.   glutInitDisplayMode()

◉ b.   glutInitColorMode() ✗

○ c.   glutInitDisplayInfo()

○ d.   glVertex3f

The correct answer is: glutInitDisplayMode()

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:20:48 | Saved: glutInitColorMode() | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Incorrect** | **0.00** |

**Question 8**

Correct

Mark 1.00 out of 1.00

_____ is used to include things like the background color, light positions and texture maps.

- a. init() ✓
- b. display()
- c. keyboard()
- d. mouseMotion()

The correct answer is: init()

## Response history

| Step | Time | Action | State | Marks |
|---|---|---|---|---|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:20:48 | Saved: init() | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 9**

Correct

Mark 1.00 out of 1.00

Which function is used to start drawing in OpenGL?

- ○ a. glVertex2f()
- ○ b. glEnd()
- ○ c. glColor3f()
- ● d. glBegin() ✓

The correct answer is: glBegin()

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:20:48 | Saved: glBegin() | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 10**

Incorrect

Mark 0.00 out of 1.00

_____ creates a window with the specified dimension.

- a. gluOtho2D()
- b. glutCreateDimension2D()
- c. gluOrtho2D()
- d. glutCreateWindow() ✗

The correct answer is: gluOrtho2D()

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:22:10 | Saved: glutCreateWindow() | Answer saved | |
| 3 | 18/06/25, 12:33:48 | Attempt finished | Incorrect | 0.00 |

**Question 11**

Incorrect

Mark 0.00 out of 1.00

Which of the below returns the window height.

- ○ a.  int h=glutGet(WINDOW_HEIGHT) ✗
- ○ b.  int h=GetWindow_Height()
- ○ c.  int h=glutGetWINDOW_HEIGHT()
- ○ d.  int h=glutGet(GLUT_WINDOW_HEIGHT)

The correct answer is: int h=glutGet(GLUT_WINDOW_HEIGHT)

## Response history

| Step | Time | Action | State | Marks |
|---|---|---|---|---|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:27:55 | Saved: int h=glutGet(WINDOW_HEIGHT) | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Incorrect** | **0.00** |

**Question 12**

Incorrect

Mark 0.00 out of 1.00

How many parameter does the function keyboard required to be registerd in the glutKeyboardFunc(keyboard)?

- ○ a. one parameter ✗
- ○ b. tow parameters
- ○ c. no parameter
- ○ d. three parameters

The correct answer is: three parameters

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:22:10 | Saved: one parameter | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Incorrect** | **0.00** |

**Question 13**

Correct

Mark 1.00 out of 1.00

Which of the below is not a callback function.

- ○ a.  None of the options ✓
- ○ b.  glutPassiveMouseFunc(Method name);
- ○ c.  glutIdleFunc(Method name);
- ○ d.  glutReshapeFunc(Method name);

The correct answer is: None of the options

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:23:02 | Saved: None of the options | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 14**

Incorrect

Mark 0.00 out of 1.00

How many parameter does the glutDisplayFunc take?

- ○ a.  Any number of parameter(s) ✗
- ○ b.  No parameter
- ○ c.  tow parameters
- ○ d.  one parameter

The correct answer is: one parameter

## Response history

| Step | Time | Action | State | Marks |
|---|---|---|---|---|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:23:02 | Saved: Any number of parameter(s) | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Incorrect** | **0.00** |

**Question 15**

Correct

Mark 1.00 out of 1.00

Which of the below changes the display status of the current window.

- ○ a.   [a] and [b] ✓
- ○ b.   None of the options
- ○ c.   [b] glutHideWindow()
- ○ d.   [a] glutShowWindow()

The correct answer is: [a] and [b]

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:23:02 | Saved: [a] and [b] | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

## Question 16

Correct

Mark 1.00 out of 1.00

The amount of computation and rendering done in Choice [ idle ⇕ ] ✓

an  callback should be minimized to avoid affecting the program's interactive

response.

Your answer is correct.

The correct answer is:

The amount of computation and rendering done in Choice [idle] an  callback

should be minimized to avoid affecting the program's interactive response.

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:23:39 | Saved: {idle} | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 17**

Correct

Mark 1.00 out of 1.00

_____ is the upper left corner of the display.

○ a.   (0, 1)

○ b.   (1, 0)

○ c.   (1, 1)

◉ d.   (-1, -1) ✔

The correct answer is: (-1, -1)

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:19:33 | Saved: (-1, -1) | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 18**

Correct

Mark 1.00 out of 1.00

What is a pixel in computer graphics?

○ a.   A type of vertex

○ b.   A drawing function

○ c.   A triangle

◉ d.   The basic unit of programmable color on a computer display ✓

The correct answer is: The basic unit of programmable color on a computer display

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:23:39 | Saved: The basic unit of programmable color on a computer display | Answer saved | |
| 3 | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 19**

Correct

Mark 1.00 out of 1.00

Which symbolic constant is used to draw points?

- ⦿ a. GL_POINTS ✓
- ○ b. GL_TRIANGLES
- ○ c. GL_QUADS
- ○ d. GL_LINES

The correct answer is: GL_POINTS

## Response history

| Step | Time | Action | State | Marks |
| --- | --- | --- | --- | --- |
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:24:40 | Saved: GL_POINTS | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 20**

Incorrect

Mark 0.00 out of 1.00

What is the purpose of glFlush() in OpenGL?

- ○ a.  To clear the color buffer
- ○ b.  To ensure that drawing commands are executed
- ○ c.  To load a texture
- ⦿ d.  To start drawing ✗

The correct answer is: To ensure that drawing commands are executed

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:24:40 | Saved: To start drawing | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Incorrect** | **0.00** |

**Question 21**

Correct

Mark 1.00 out of 1.00

To use a menu in your program, you have to do:

○ a.   Define the callback function corresponding to each menu

○ b.   Link the menu to a particular mouse button

◉ c.   All the options ✓

○ d.   Define the entries in the menu

The correct answer is: All the options

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:24:40 | Saved: All the options | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 22**

Incorrect

Mark 0.00 out of 1.00

Which header file is essential to include the OpenGL core library?

○ a.   <GL/gl.h>

◉ b.   <GL/glut.h> ✗

○ c.   <GL/glu.h>

○ d.   <stdio.h>

The correct answer is: <GL/gl.h>

## Response history

| Step | Time | Action | State | Marks |
|---|---|---|---|---|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:26:55 | Saved: <GL/glut.h> | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Incorrect** | **0.00** |

**Question 23**

Correct

Mark 1.00 out of 1.00

_____ returns the windows id.

- a.  glutgetDisplayId()
- b.  gdlutGetWindowId()
- c.  glutCreateWindow()
- d.  glutGetWindow() ✓

The correct answer is: glutGetWindow()

## Response history

| Step | Time | Action | State | Marks |
|---|---|---|---|---|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:33:28 | Saved: glutGetWindow() | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 24**

Correct

Mark 1.00 out of 1.00

What is the correct RGB value for blue in OpenGL?

- a.   glColor3f(0.0, 0.0, 1.0); ✓
- b.   glColor3f(1.0, 1.0, 1.0);
- c.   glColor3f(1.0, 0.0, 0.0);
- d.   glColor3f(0.0, 1.0, 0.0);

The correct answer is: glColor3f(0.0, 0.0, 1.0);

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:26:55 | Saved: glColor3f(0.0, 0.0, 1.0); | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

**Question 25**

Correct

Mark 1.00 out of 1.00

What does the term 'vertex' refer to in 3D graphics?

- a.  A pixel
- b.  A corner point in 3D space ✓
- c.  A color value
- d.  A texture

The correct answer is: A corner point in 3D space

## Response history

| Step | Time | Action | State | Marks |
|------|------|--------|-------|-------|
| 1 | 18/06/25, 12:14:50 | Started | Not yet answered | |
| 2 | 18/06/25, 12:27:08 | Saved: A corner point in 3D space | Answer saved | |
| **3** | **18/06/25, 12:33:48** | **Attempt finished** | **Correct** | **1.00** |

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