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202220087 حنين عبدالله علي ابو محفوظ VR&AR**Started on** Wednesday, 18 June 2025, 12:02 PM**State** Finished**Completed on** Wednesday, 18 June 2025, 12:23 PM**Time taken** 21 mins 9 secs**Grade** 20.00 out of 25.00 (80%)

Question 1

Correct

Mark 1.00 out of
1.00

What is a pixel in computer graphics?

- a. A drawing function
- b. A triangle
- c. The basic unit of programmable color on a computer display ✓
- d. A type of vertex

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

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:03:58	Saved: The basic unit of programmable color on a computer display	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 2

Correct

Mark 1.00 out of
1.00

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

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

The correct answer is: init()

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:03:58	Saved: init()	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 3

Incorrect

Mark 0.00 out of
1.00

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

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

The correct answer is: three parameters

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:03:58	Saved: one parameter	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Incorrect	0.00

Question 4

Correct

Mark 1.00 out of
1.00

What is glLineStipple used for?

- a. To fill polygons
- b. To define patterns in lines such as dashes and dots ✓
- 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
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:05:12	Saved: To define patterns in lines such as dashes and dots	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 5

Incorrect

Mark 0.00 out of
1.00

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

- a. glutReshapeWindow() ✘
- b. glutSizeFunc
- c. glutReshapeFunc()
- d. glutPostRedisplay()

The correct answer is: glutPostRedisplay()

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:05:12	Saved: glutReshapeWindow()	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Incorrect	0.00

Question 6

Correct

Mark 1.00 out of
1.00

What is the correct RGB value for blue in OpenGL?

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

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

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:05:12	Saved: glColor3f(0.0, 0.0, 1.0);	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 7

Incorrect

Mark 0.00 out of
1.00

Which of the below returns the window height.

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

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

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:07:01	Saved: <code>int h=glutGet(WINDOW_HEIGHT)</code>	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Incorrect	0.00

Question 8

Correct

Mark 1.00 out of
1.00

_____ returns the windows id.

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

The correct answer is: glutGetWindow()

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:07:01	Saved: glutGetWindow()	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 9

Correct

Mark 1.00 out of
1.00

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

- a. All the options ✓
- b. Define the callback function corresponding to each menu
- c. Define the entries in the menu
- d. Link the menu to a particular mouse button

The correct answer is: All the options

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:07:01	Saved: All the options	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 10

Incorrect

Mark 0.00 out of
1.00

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

- a. glVertex3f
- b. glutInitDisplayMode()
- c. glutInitDisplayInfo()
- d. glutInitColorMode() ✘

The correct answer is: glutInitDisplayMode()

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:08:52	Saved: glutInitColorMode()	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Incorrect	0.00

Question 11

Correct

Mark 1.00 out of
1.00

Which symbolic constant is used to draw points?

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

The correct answer is: GL_POINTS

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:08:52	Saved: GL_POINTS	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 12

Correct

Mark 1.00 out of
1.00

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

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

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

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:08:52	Saved: A corner point in 3D space	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 13

Correct

Mark 1.00 out of
1.00

_____ creates a window with the specified dimension.

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

The correct answer is: gluOrtho2D()

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:09:50	Saved: gluOrtho2D()	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 14

Correct

Mark 1.00 out of
1.00

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

- a. <GL/gl.h> ✓
- b. <GL/glu.h>
- c. <stdio.h>
- d. <GL/glut.h>

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

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:09:50	Saved: <GL/gl.h>	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 15

Correct

Mark 1.00 out of
1.00

Which function is used to start drawing in OpenGL?

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

The correct answer is: glBegin()

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:09:50	Saved: glBegin()	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 16

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

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

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:13:06	Saved: [a] and [b]	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 17

Correct

Mark 1.00 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 start drawing
- d. To load a texture

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

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:29	Started	Not yet answered	
2	18/06/25, 12:13:06	Saved: To ensure that drawing commands are executed	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 18

Correct

Mark 1.00 out of
1.00

How many parameter does the int glutCreateSubWindow() take?

- a. one parameter
- b. five parameters ✓
- c. four parameter
- d. three parameters

The correct answer is: five parameters

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:13:06	Saved: five parameters	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 19

Correct

Mark 1.00 out of
1.00

Which of the below is not a callback function.

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

The correct answer is: None of the options

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:15:09	Saved: None of the options	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 20

Correct

Mark 1.00 out of
1.00

The amount of computation and rendering done in Choice 

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
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:15:09	Saved: {idle}	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 21

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. one parameter
- d. tow parameters

The correct answer is: one parameter

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:15:09	Saved: No parameter	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Incorrect	0.00

Question 22

Correct

Mark 1.00 out of
1.00

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

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

The correct answer is: glVertex3f

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:20:55	Saved: glVertex3f	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 23

Correct

Mark 1.00 out of
1.00

_____ is the upper left corner of the display.

- a. (1, 1)
- b. (1, 0)
- c. (0, 1)
- d. (-1, -1) ✓

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

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:20:55	Saved: (-1, -1)	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 24

Correct

Mark 1.00 out of
1.00

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

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

The correct answer is: glutReshapeWindow()

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:20:55	Saved: glutReshapeWindow()	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

Question 25

Correct

Mark 1.00 out of
1.00

Which OpenGL function is used to set a window size?

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

The correct answer is: glutInitWindowSize()

Response history

Step	Time	Action	State	Marks
<u>1</u>	18/06/25, 12:02:29	Started	Not yet answered	
<u>2</u>	18/06/25, 12:21:48	Saved: glutInitWindowSize()	Answer saved	
3	18/06/25, 12:23:38	Attempt finished	Correct	1.00

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