UNIVERSITY OF PETRA

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الرسم بالحاسوب للواقع الافتراضي (607471_1)

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(ي2) VR&AR_يزن مازن تيسير الفقيه 202211118

Started on	Wednesday, 18 June 2025, 12:02 PM
State	Finished
Completed on	Wednesday, 18 June 2025, 12:46 PM
Time taken	44 mins 1 sec
Grade	**16.00** out of 25.00 (**64**%)

Question 1

Correct

Mark 1.00 out of 1.00

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

○ a.   None of the options

○ b.   [b] glutHideWindow()

◉ c.   [a] and [b] ✓

○ d.   [a] glutShowWindow()

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

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:06:03	Saved: [b] glutHideWindow()	Answer saved	
3	18/06/25, 12:40:11	Saved: [a] and [b]	Answer saved	
4	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 2

Correct

Mark 1.00 out of 1.00

_____ creates a window with the specified dimension.

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

The correct answer is: gluOrtho2D()

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:06:03	Saved: gluOrtho2D()	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 3

Incorrect

Mark 0.00 out of 1.00

_____ returns the windows id.

- ⊙ a. glutCreateWindow() ✗
- ○ b. glutGetWindow()
- ○ c. glutgetDisplayId()
- ○ d. gdlutGetWindowId()

The correct answer is: glutGetWindow()

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:31:52	Saved: glutCreateWindow()	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 4

Correct

Mark 1.00 out of 1.00

What is a pixel in computer graphics?

○ a.   A type of vertex

○ b.   A triangle

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

○ d.   A drawing function

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, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:09:31	Saved: The basic unit of programmable color on a computer display	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 5

Correct

Mark 1.00 out of 1.00

Which function is used to start drawing in OpenGL?

○ a. glVertex2f()

○ b. glColor3f()

⊙ c. glBegin() ✓

○ d. glEnd()

The correct answer is: glBegin()

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:09:31	Saved: glBegin()	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 6

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. init() ✓

- ○ d. display()

The correct answer is: init()

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:09:31	Saved: init()	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 7

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. glClear
- ○ d. glBegin

The correct answer is: glVertex3f

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:12:54	Saved: glVertex3f	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 8

Incorrect

Mark 0.00 out of 1.00

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

○ a.   <GL/glu.h>

○ b.   <stdio.h>

◉ c.   <GL/glut.h> ✗

○ d.   <GL/gl.h>

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

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:12:54	Saved: <GL/glut.h>	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 9

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
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:12:54	Saved: tow parameters	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 10

Correct

Mark 1.00 out of 1.00

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

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

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

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:15:23	Saved: A corner point in 3D space	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 11

Correct

Mark 1.00 out of 1.00

Which symbolic constant is used to draw points?

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

The correct answer is: GL_POINTS

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:15:23	Saved: GL_POINTS	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 12

Correct

Mark 1.00 out of 1.00

Which of the below returns the window height.

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

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

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:15:23	Saved: int h=glutGet(GLUT_WINDOW_HEIGHT)	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 13

Incorrect

Mark 0.00 out of 1.00

_____ is the upper left corner of the display.

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

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

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:17:06	Saved: (1, 0)	Answer saved	
3	18/06/25, 12:20:39	Saved: {$a}	Not yet answered	
4	18/06/25, 12:36:17	Saved: (0, 1)	Answer saved	
5	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 14

Correct

Mark 1.00 out of 1.00

What is glLineStipple used for?

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

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, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:17:06	Saved: To define patterns in lines such as dashes and dots	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 15

Incorrect

Mark 0.00 out of 1.00

How many parameter does the int glutCreateSubWindow() take?

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

The correct answer is: five parameters

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:17:06	Saved: three parameters	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 16

Correct

Mark 1.00 out of 1.00

What is the correct RGB value for blue in OpenGL?

○ a. glColor3f(0.0, 1.0, 0.0);

○ b. glColor3f(1.0, 1.0, 1.0);

◉ c. glColor3f(0.0, 0.0, 1.0); ✓

○ d. glColor3f(1.0, 0.0, 0.0);

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

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:17:59	Saved: glColor3f(0.0, 0.0, 1.0);	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 17

Incorrect

Mark 0.00 out of 1.00

What is the purpose of glFlush() in OpenGL?

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

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

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:23:12	Saved: To start drawing	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 18

Incorrect

Mark 0.00 out of 1.00

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

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

The correct answer is: All the options

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:24:24	Saved: Define the callback function corresponding to each menu	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 19

Correct

Mark 1.00 out of 1.00

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

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

The correct answer is: glutReshapeWindow()

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:23:36	Saved: glutReshapeWindow()	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 20

Incorrect

Mark 0.00 out of 1.00

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

- ○ a. glVertex3f
- ⦿ b. glutInitColorMode() ✗
- ○ c. glutInitDisplayInfo()
- ○ d. glutInitDisplayMode()

The correct answer is: glutInitDisplayMode()

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:38:39	Saved: glutInitColorMode()	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 21

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, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:38:39	Saved: {idle}	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 22

Correct

Mark 1.00 out of 1.00

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

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

The correct answer is: glutPostRedisplay()

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:27:45	Saved: glutPostRedisplay()	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

Question 23

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
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:27:45	Saved: None of the options	Answer saved	
3	18/06/25, 12:46:34	Attempt finished	Correct	1.00

Question 24

Incorrect

Mark 0.00 out of 1.00

How many parameter does the glutDisplayFunc take?

○ a.   one parameter

○ b.   tow parameters

○ c.   No parameter

◉ d.   Any number of parameter(s) ✗

The correct answer is: one parameter

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:27:45	Saved: Any number of parameter(s)	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Incorrect**	**0.00**

Question 25

Correct

Mark 1.00 out of 1.00

Which OpenGL function is used to set a window size?

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

The correct answer is: glutInitWindowSize()

Response history

Step	Time	Action	State	Marks
1	18/06/25, 12:02:33	Started	Not yet answered	
2	18/06/25, 12:28:08	Saved: glutInitWindowSize()	Answer saved	
3	**18/06/25, 12:46:34**	**Attempt finished**	**Correct**	**1.00**

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