

Hello Everyone

Review Sheet:

1. The exam majority is from iPhone, there is some questions related to xna but most of the exam is OpenGL ES
2. Read and understand the file uploaded with the review it should help you a lot in the exam
3. Why do we need shaders and what is the structure difference between shaders in xna and OpenGL ES
4. Difference between GL_ARRAY_BUFFER and GL_ELEMENT_ARRAY_BUFFER
5. Why do we use GLKViewController
6. IBOutlet and IBAction
7. What is a class called and how do we call a method and how do we call a variable
8. View and projection matrix and how we approached it in OpenGL ES
9. What is ambient, diffuse, and specular light
10. Camera, primitive type, and model in xna (look at the pdf online)
11. ViewDidLoad content: glk code
12. What is the difference between glDrawElements and glDrawArrays
13. VertexArrayBuffer
14. Iphone input
15. Indices buffer
16. Loading model process (OpenGL ES)
17. Model matrix function and its order
18. Modelbone in xna
19. Drawing model in xna

I am not going to ask you to write a lot of code in the exam (if I ask you it would be a line or two only). The exam consists of True/False, Multiply choice, and Short Answers. All the answers you need for those questions were covered in the review and are included in the code in blackboard. If any of you have further questions please let me know.