Name(s) \_\_\_\_\_\_\_\_hanzalah\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Per\_\_\_ Date\_\_\_\_\_\_\_\_\_\_\_\_\_

Game Development with XNA:

Semester 1 Programs, Data, and Pretty Colors

Questions:

1. What is the name of the file that contains the game code?

The file that contains the game behavior is called Game1.cs

2. A block of code will start and end with what symbols?

Curly brackets

3. True or False: Comments are ignored when compiling code.

true

4. What specific values or properties does a Color structure hold?

Color is represented by a structure that holds the red, green, and blue intensity values. A structure is used to hold several related data items in the same way that you might write your name, address, and phone number on a piece of paper

5. Circle the data type and underline the identifier. Color backgroundColor = new Color (100, 200, 65);

6. How many numbers can be represented by a bit? How many bits are in a byte? How many numbers can be represented by a byte? What is the lowest number? Highest number?

256, 8, 256, 1, 256

7. How often is the Update method called in XNA?

60 times a second

8. Define Algorithm:

Provides a sequence of operations that is used to solve a problem

9. What did an if-else statement, for controlling the MoodLight do to the color?

Changes the direction of the counting when the bottom limit of the intensity value is reached

10. Use your understanding of memory overflow to explain why a color can go from maximum brightness (white) to minimum brightness (black) in an instant

This causes the value to wrap around, which means that the value in the byte goes back to 0 again. The result of this is that the screen goes from maximum brightness to minimum brightness in a single step.