1. Fill in the blank: The reference file used to represent font information in XNA is written using

\_\_\_\_\_Extensible\_\_\_\_\_\_\_\_\_ Markup Language or XML. (1 pt.)

1. Complete the line of code below to load a font file named “Segoe”. (1 pts., .5 pts. each)   
     
   \_\_\_\_\_\_\_fontpic = Content.Load<SpriteFont>("Segoe");
2. Write the code to create a Vector2 object with an x value of 50 and a y value of 75. (1 pt.)

Vector2 textVector = new Vector2(50, 75);

1. Complete the lines of code below to draw the text “Try Again?” with the font reference called myFont, in the top left corner of the screen with red coloring. (3 pts.)

spriteBatch.Begin();

spriteBatch.DrawString(myFont, "Try Again", new Vector2(20, 30), Color.Red);

spriteBatch.End();

1. Write a control structure to represent the code in the Draw method below using a forloop: (4 pts.)

// Original version

protected override void Draw(GameTime gameTime)

{

spriteBatch.Begin();

spriteBatch.DrawString(font, "Title", new Vector2(200, 150), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(201, 151), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(202, 152), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(203, 153), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(204, 154), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(205, 155), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(206, 156), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(207, 157), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(208, 158), Color.White);

spriteBatch.DrawString(font, "Title", new Vector2(209, 159), Color.White);

spriteBatch.End();

base.Draw(gameTime);

}

// For-loop version

protected override void Draw(GameTime gameTime)

{

spriteBatch.Begin();

for(int i = 0; I < 10; i++)

{

spriteBatch.DrawString(font, "Title", new Vector2(i + 200, i + 150), Color.White);

}

spriteBatch.End();

base.Draw(gametime);

}