

## Section 2: Creating A Simple AR Application With A-Frame and AR.js

Q1. What type of tag would add a background to our A-Frame application?

- a. `<a-background>`
- b. `<a-sky>`
- c. `<a-scene>`
- d. `<a-torus>`

Q2. What is the proper HTML tag we use to create a torus knot?

- a. `<a-torus>`
- b. `<torus>`
- c. `<shape = "torus">`
- d. `<shape src="torus">`

Q3. Where do we define animations for our objects?

- a. Outside the object tag
- b. Below the object tag
- c. Next to the object tag
- d. In between the object's opening and closing tags

Q4. Which object has a texture applied to it?

- a. `<a-sphere src="designs/grass.jpg"></a-sphere>`
- b. `<a-sphere color="green"></a-sphere>`
- c. `<a-sphere></a-sphere>`
- d. `<a-sphere position="1 2 0" color="green" radius="3"></a-sphere>`

Q5. What are the two build files found within the AR.js files, that we must require in our application to convert our A-Frame app to AR.js?

- a. `aframe.min.js` & `aframe-ar.js`
- b. `ar.js` & `ar.min.js`
- c. `aframe.min.js` & `AR.js`
- d. `aframe-ar.js` & `javascriptar.min.js`