COMPUTER GRAPHICS

Question Bank

Helping Others Have Special taste

Questions

1) GLU stands for ……

a) OpenGL Unit

b) OpenGL Utility

c) OpenGL User

d) OpenGL Unicode

2) The …… provides many of the modeling features, such as quadric surfaces and NURBS curves and surfaces.

a) GL

b) GLU

c) GLUT

d) GL/GLUT

3) The OpenGL contains …. libraries.

a) 6

b) 5

c) 4

d) 3

4) OpenGL stands for .....

a) Open Graphics Logic

b) Open Geometric Library

c) Open Graphics Library

d) Open Geometric Logic

5) GLUT stands for ..... .

a) OpenGL Unicode Technology

b) OpenGL Unit Toolkit

c) OpenGL Utility Toolkit

d) OpenGL Unit Technology

6) ..... consists of hundreds of commands, which begin with a prefix "gl".

a) GL

b) GLU

c) GLUT

d) GL/GLUT

7) .... provides support to interact with the Operating System (such as creating a window, handling key and mouse inputs).

a) GL

b) GLU

c) GLUT

d) GL/GLUT

lowercase

8) Core OpenGL commands begin with uppercase "GL".

a) True b) False

9) Core OpenGL commands are written by the camel case.

a) True b) False

10) glColor command specifies ….

a) drawing color c) borders color

b) background color d) a and b

11) glVertex command specifies ….

a) the coordinates of a line

b) the coordinates of a point

c) the size of a line

d) the size of a point

12) Core OpenGL commands' must be followed by the number of parameters and its type because C language doesn't support function overriding.

a) True b) False function overriding

13) In glColor3f() command, the 3f specifies that this function takes …

a) 3 parameters of float type

b) at most 3 parameters of float type

c) at most 3 parameters of (float or double) type

d) none of the above

14) The 'i' in glVertex2i() specifies the function takes parameters of integer type.

a) True b) False

15) Initializes GLUT and processes any command line arguments, and should be called before any other GLUT routine.

a) void glutCreateWindow(char *titleSting);

b) void glutInitWindowPosition(int x, int y);

c) void glutInit(int *argc, char **argv);

d) void glutInitWindowSize(int width, int size);

16) Opens a window with the characteristics specified OpenGL context. The string titleString appears in the title bar, if your window system does that sort of thing. The window is not displayed until glutMainLoop() is called.

a) void glutCreateWindow(char *titleSting);

b) void glutInitWindowPosition(int x, int y);

c) void glutInit(int *argc, char **argv);

d) void glutInitWindowSize(int width, int size);

17) Tells glutCreateWindow() where to position a window on the screen. The arguments (x, y) indicate the location of the upper left corner of the window.

a) void glutDisplayFunc(void (*func)(void));

b) void glutInitWindowPosition(int x, int y);

c) void glutMainLoop(void);

d) void glutInitWindowSize(int width, int size);

18) Tells glutCreateWindow() the size of a window in pixel on the screen.

a) void glutDisplayFunc(void (*func)(void));

b) void glutInitWindowPosition(int x, int y);

c) void glutMainLoop(void);

d) void glutInitWindowSize(int width, int size);

19) Whenever GLUT determines the contents of the window need to be redisplayed.

a) void glutDisplayFunc(void (*func)(void));

b) void glutInitWindowPosition(int x, int y);

c) void glutMainLoop(void);

d) void glutInitWindowSize(int width, int size);

20) Enters the GLUT processing loop, never to return. Registered callback functions will be called when the corresponding events instigate them.

a) void glutDisplayFunc(void (*func)(void));

b) void glutInitWindowPosition(int x, int y);

c) void glutMainLoop(void);

d) void glutInitWindowSize(int width, int size);

21) The general idea behind animation is that a scene is drawn, erased, and redrawn with a few minor changes.

a) True b) False

22) OpenGL uses … primitive geometric types as the building blocks of all models.

a) 7

c) 9

b) 8

d) 10

23) Marks the beginning of a vertex list that describes a geometric primitive.

a) glVertex

b) glBegin

c) glEnd

d) none

24) A mode for glBegin() means: individual points.

a) GL_POINTS

b) GL_LINES

c) GL_TRIANGLES

d) GL_POLYGON

25) A mode for glBegin() means: pairs of vertices interpreted as individual line segments.

a) GL_LINES

B) GL_LINE_STRIP

C) GL_LINE_LOOP

D) GL_LINE_SEGMENT

26) A mode for glBegin() means: series of connected line segments with a segment added between last and first vertices.

a) GL_LINES

B) GL_LINE_STRIP

C) GL_LINE_LOOP

D) GL_LINE_SEGMENT

27) A mode for glBegin() means: series of connected line segments.

a) GL_LINES

B) GL_LINE_STRIP

C) GL_LINE_LOOP

D) GL_LINE_SEGMENT

28) A mode for glBegin() means: boundary of a simple, convex polygon.

a) GL_POINTS

b) GL_LINES

c) GL_TRIANGLES

d) GL_POLYGON

29) A mode for glBegin() means: triples of vertices interpreted as triangles.

a) GL_POINTS

b) GL_LINES

c) GL_TRIANGLES

d) GL_POLYGON

30) Creates a matrix for an orthographic parallel viewing volume and multiplies the current matrix by it.

a) void glutCreateWindow(char *titleSting);

b) void glutInitWindowPosition(int x, int y);

c) void glOrtho(GLdouble left, GLdouble right, GLdouble bottom, GLdouble top, GLdouble near, GLdouble far);

d) void glutInitWindowSize(int width, int size);

Answers

Question	Answer
1	B
2	**B**
3	D
4	**C**
5	C
6	**A**
7	C
8	**B lowercase**
9	A
10	**A**
11	B
12	**B, function overloading.**

13	A
14	**A**
15	C
16	**A**
17	B
18	**D**
19	A
20	**C**
21	A
22	**D**
23	B
24	A
25	A
26	C
27	B
28	D
29	C
30	C

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