COMPUTER GRAPHICS

Question Bank

Helping Others Have Special taste

Questions

1) Which programming languages does the GLUT library support?

A) C, C++, Python, and Ruby.

B) C, C++, FORTRAN, and Ada.

C) Java, C#, and JavaScript.

D) Pascal, Lisp, and COBOL

2) What does the glutInitWindowSize() function do ?

A) Sets the initial position of the window.

B) Defines the size of the window.

C) Clears the window.

D) Draws OpenGL content.

3) What is the purpose of the glutInitWindowPosition() function call?

A) Clears the window.

B) Draws OpenGL content.

C) Defines the size of the window.

D) Sets the initial position of the window.

4) What does glutCreateWindow() do?

A) Initializes the GLUT library.

B) Creates the main OpenGL context.

C) Creates a window with a specified title.

D) Sets the display function for drawing.

5) What does the glutDisplayFunc(display) call specify?

A) The size of the window.

B) The position of the window.

C) The function to be called when the window needs to be redrawn.

D) The initialization of the OpenGL context.

6) What is the role of glutMainLoop() in the code snippet?

A) Sets up the display function.

B) Creates the window.

C) Enters the GLUT event processing loop.

D) Defines the size and position of the window.

7) Which function sets the display callback for the *current window* ?

A) glutInitWindowSize()

B) glutInitWindowPosition()

C) glutCreateWindow()

D) glutDisplayFunc(display);

8) What happens if you change glutInitWindowSize(150, 150); to glutInitWindowSize(300, 300);?

A) The window title changes.

B) The window position changes.

C) The window size changes.

D) The window is closed.

9) What would happen if the glFlush() call is removed from the display() function?

A) The window won't appear.

B) The window size changes.

C) The window remains blank.

D) The window will be drawn but won't update.

10) What happens if glutInitDisplayMode() is set to GLUT_DOUBLE instead of GLUT_SINGLE?

A) The window is double-buffered.

B) The window size changes.

C) The window remains blank.

D) The window won't appear.

11) What primitive type is used to display a single point in OpenGL?

A) GL_LINES

B) GL_POINTS

C) GL_TRIANGLES

D) GL_QUADS

12) How is the size of points controlled in OpenGL?

A) Using glPointSize()

B) Using glLineWidth()

C) Using glPolygonMode()

D) Using glTexParameter()

13) In OpenGL, what function is used to specify a point?

A) glVertex*()

B) glPoint*()

C) glDrawPoint()

D) glCreatePoint()

14) What pair of functions must points be placed within in OpenGL?

A) glStart/glFinish B) glBegin/glEnd

C) glInit/glTerminate D) glSetup/glTeardown

15) What function is used to specify the color of a point in OpenGL?

A) glColor B) glPointColor

C) glSetPointColor D) glClearColor

16) What function is used to specify the position of a point in 3D space in OpenGL?

A) glVertex2i B) glVertex3i

C) glVertex2f D) glVertex3f

17) What primitive type is used to specify the beginning and end of a set of points in OpenGL?

A) GL_POINTS B) GL_LINES

C) GL_TRIANGLES D) GL_QUADS

18) Which OpenGL primitive type is used when vertices are paired off to produce line segments?

A) GL_LINES

B) GL_LINE_STRIP

C) GL_LINE_LOOP

D) GL_POINTS

19) How does GL_LINE_STRIP draw lines between vertices?

A) It draws lines between all vertices.

B) It draws lines between pairs of vertices.

C) It draws lines from the first vertex to each subsequent vertex.

D) It draws lines from the last vertex back to the first one.

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21) How is the width of a line changed in OpenGL?

A) Using glLineWidth(width)

B) Using glPointSize(size)

C) Using glLineStipple(multiplier, pattern)

D) Using glEnable(GL_LINE_SMOOTH)

22) What function is used to set the stipple pattern for a line in OpenGL?

A) glPointSize() B) glLineStipple()

C) glLineWidth() D) glEnable()

23) What function is used to enable antialiasing for lines in OpenGL?

A) glEnable(GL_LINE_SMOOTH) C) glPointSize(size)

B) glLineWidth(width) D) glLineStipple(multiplier, pattern)

24) How is the stipple pattern represented in glLineStipple()?

A) As a binary number B) As a float value

C) As a texture coordinate D) As an integer value

25) What is the technical definition of a convex polygon?

A) Whenever two points lie in the polygon, the line segment between them also lies in the polygon.

B) Whenever three points lie in the polygon, the area enclosed by them is convex.

C) The polygon must have at least one indentation along its edge.

D) The polygon can be self-intersecting.

26) How should vertices be specified in order to determine the front side of a polygon by default in OpenGL?

A) Clockwise order

B) Counterclockwise order

C) Random order

D) Ascending order

27) What primitive type is typically used to draw polygons in OpenGL?

A) GL_TRIANGLES B) GL_LINES

C) GL_POINTS D) GL_POLYGON

28) Which primitive type in OpenGL groups vertices into sets of three to generate triangles?

A) GL_TRIANGLES

B) GL_TRIANGLE_STRIP

C) GL_TRIANGLE_FAN

D) GL_POINTS

29)How does GL_TRIANGLES handle cases where the number of vertices is not a multiple of three?

A) The additional vertices are discarded.

B) The additional vertices are used to form additional triangles.

C) An error occurs.

D) The rendering is aborted.

30) What is the purpose of GL_TRIANGLE_STRIP in OpenGL?

A) To specify individual triangles.

B) To draw triangles in a strip or band formation.

C) To draw triangles with a fan-shaped pattern.

D) To draw lines connecting each vertex.

31) How are triangles formed when using GL_TRIANGLE_STRIP?

A) Each vertex specifies a triangle.

B) The first three vertices specify a triangle, and each additional vertex adds another triangle with the previous two vertices.

C) Vertices are grouped into sets of three to form triangles.

D) Triangles are formed by connecting each vertex to the next two vertices.

32) What is the significance of the order of vertices when using GL_TRIANGLE_STRIP?

A) It determines the color of the triangles.

B) It determines the direction of triangle formation.

C) It affects the size of the triangles.

D) It has no significance.

33) Which order of vertices represents the front face of a triangle in OpenGL by default?

A) Clockwise order

B) counter-clockwise

C) Random order

D) Ascending order

34) How are triangles treated when using GL_TRIANGLES?

A) Each triangle is treated as a separate polygon.

B) Vertices are connected to form a continuous line.

C) Triangles are grouped into strips.

D) Triangles are drawn as a fan shape.

Answers

Question	Answer
1	B
2	**B**
3	D
4	**C**
5	C
6	**C**
7	D
8	**C**
9	C
10	**A**
11	B
12	**A**
13	A
14	**B**
15	A
16	**D**
17	B
18	**A**
19	C
20	**D**
21	A
22	**B**
23	A
24	D
25	A
26	B
27	D
28	A

29	A
30	B
31	B
32	B
33	B
34	A

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