Question No: 1/10

Function that Tells glutCreateWindow() where to position a window on the screen

- 1) glutCreateWindow()
- 2) glutlnitWindowSize()
- 3) none of the above
- O 4) glutlnitWindowPosition ()

Question No: 2/10

Component that provides support to interact with the Operating System (such as creating window)is

- 01) Glut
- 2) GL
- 3) Gl/Glut
- 4) Glu

Question No: 3 / 10

In color raster system, the number of color choices available depends on

- 1) RGB color
- 2) Amount of storage provided per pixel in frame buffer
 - 3) Neither a nor b
 - 4) colors in frame buffer

Question No: 4/10

Component that consists of hundreds of commands,(e.g., glColor, glVertex, glTranslate) is-----

- ○1) GL
- 2) Gl/Glut
- 3) Glut
- 4) Glu

Question No: 5 / 10

The type of primitive which can be used to plot individual points is

- 1) GL_LINES
- 2) GL_POLYGON
- 3) GL_QUADS
- O4) GL_POINTS

Question No: 6/10

The Cartesian slope-intercept equation for straight line is

- 1) y=b+m.m
- 2) y=b.x+m
- \bigcirc 3) y=x.x+b
- O 4) y=m.x+b

Question No: 7/10

Which of the following is a computer graphics type?

- 01) Raster and vector
- 2) Raster and scalar
- 3) Raster only
- 4) Scalar only

Question No: 8 / 10

The disadvantage of lineDDA is

- 1) Faster
- 2) Time consuming
- 3) None of the mentioned
- 4) Neither a nor b

Question No: 9/10

Component that provide important utilities and more building models (such as quadric surfaces) is

- 1) Glut
- 2) GL
- 3) Glu
- 4) Gl/Glut

Question No: 10/10

How many axes do 3D graphics consist of?

- 1) Five axes
- 2) One axes
- O 3) Three axes
- 4) Two axes