**2D Game Engine Development – Assignment 5 Answer Sheet**

**Name: Andy Tran**

**Score:**

|  |  |
| --- | --- |
| **Question #** | **Answer** |
| **1a (1pt)** | (0, 0) |
| **1b (1pt)** | (0, 0) |
| **1c (1pt)** | (10, 20) |
| **2a (1pt)** | (100, 60) |
| **2b (1pt)** | (500, 300) |
| **2c (1pt)** | (510, 320) |
| **3a (1pt)** | O(n) |
| **3b (1pt)** | 222 |
| **3c (1pt)** | O(n) |
| **4a (1pt)** | ResourceMap |
| **4b (1pt)** | DefaultResources |
| **4c (1pt)** | \_ createShaders |