Quiz_OpenGL

The respondent's email (**18101009@uap-bd.edu**) was recorded on submission of this form.

What is the significance of i,f,v,d... in function naming conventions found in OpenGL?

○ Specify the output target (immediate mode, frame buffer, virtual mode, double-buffer, etc.)

○ Specify the target type for variables written by OpenGL on the CPU-side only

○ OpenGL's naming conventions vary and must be examined in the specification for the version you are using

○ Specify the expected parameter types (int, float, pointer, double, etc.)

Correct answer

◉ Specify the expected parameter types (int, float, pointer, double, etc.)

Which function call sets up the size of the output area?

○ glViewport()

◉ gluPerspective()

○ glDisplayfunc()

○ None of These

Correct answer

◉ glViewport()

Which function is used to specify the location of a light source in OpenGL?

○ glUniform3dv()

◉ glLightfv()

○ glutMainLoop();

○ glColor3f()

Fill in the blank : glBegin(GL_QUADS); _____ glEnd();

○ glDrawVertex(x,y,z);

○ glVertex3i(1,2,3); glVertex3i(1,2,3); glTexCoord2i(1,2,3);

◉ glVertex2f(-0.5, -0.5); glVertex2f(-0,5, 0,5); glVertex2f(0.5, 0.5); glVertex2f(0.5, -0.5);

○ glVertex3f(-0.6, -0.75, 0.5); glVertex3f(0.6, -0.75, 0); glVertex3f(0, 0.75, 0);

What are the primitive types available to a glBegin statement?

◉ GL_QUADS, GL_TRIANGLES, GL_LINES, GL_LINE_STRIP, GL_QUAD_STRIP, GL_LINE_LOOP, GL_TRIANGLE_STRIP, GL_POINTS, GL_POLYGON

○ TRUE or FALSE

○ MODELVIEW, PERSPECTIVE, PROJECTION

○ GL_START, GL_END

Which of the following functions are used for modeling transformation

○ glFrustum(); gluPerspective(); glOrtho()

○ gluLookAt(); gluOrtho2D()

○ glViewport(); glutInit;

◉ glTranslatef(); glRotatef(); glScalef();

What is the purpose of glutDisplayFunc()?

○ create an OpenGL window

◉ sets the display callback

○ process events

○ None of the above

What is the purpose of glutMainLoop() function?

○ loops within itself

○ processing events

○ triggering callback functions when necessary

◉ All of the above

Does OpenGL use column-major order or row-major order when representing a matrix?

◉ row-major

○ column-major

○ both

Correct answer

◉ column-major

If you want to use glTranslatef() which matrix you should specify in glMatrixMode()?

○ GL_PROJECTION

○ GL_MODELVIEW

○ GL_TEXTURE

◉ All of the above

Correct answer

◉ GL_MODELVIEW

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