

Week #1 Quiz

Due	Oct 2 at 11:59pm	Points	10	Questions	10	Available	Sep 30 at 2pm - Oct 2 at 11:59pm 2 days
Time Limit	60 Minutes						

Instructions

Welcome to the Quiz for Week #1

You have 60 minutes, which should be about 55 minutes more than you need.

This is all open-notes.

Good luck!

This quiz was locked Oct 2 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	42 minutes	10 out of 10

Score for this quiz: **10** out of 10
Submitted Oct 2 at 12:24pm
This attempt took 42 minutes.

Correct!

Question 1

1 / 1 pts

The difference between Model Coordinates and World Coordinates is:

☐ WC are the original object coordinates, MC have been transformed into the scene

☒ MC are the original object coordinates, WC have been transformed into the scene

☐ There is no difference

☐ They use different units

Question 2

1 / 1 pts

The topology to use when drawing a list of vertices in OpenGL is specified:

Correct!

- ☐ In each glVertex3f call
- ☐ In the glColor3f call
- ☒ In the glBegin call
- ☐ In the glSetTopology call

Question 3

1 / 1 pts

In OpenGL color, which of these is true?

Correct!

- ☒ Red + Green = Yellow
- ☐ Green + Blue = Magenta
- ☐ Blue + Red = Cyan
- ☐ Red + Green + Blue = light green

Question 4

1 / 1 pts

If Joe Graphics programs these lines of code:

```
glRotatef( 45., 1., 0., 0. );  
glTranslatef( 1., 2., 3. );
```

followed by drawing something, he is trying to:

Correct!

- ☐ Rotate, then translate that object
- ☒ Translate, then rotate that object
- ☐ The order actually doesn't matter

Question 5

1 / 1 pts

An advantage of using perspective projection instead of orthographic is:

- ☐ It draws using better colors
- ☐ It helps in lining things up
- ☐ It allows for transformations
- ☒ It gives a more realistic view

Correct!

Question 6

1 / 1 pts

An advantage of using orthographic projection instead of perspective is:

- ☐ It draws using better colors
- ☒ It helps in lining things up
- ☐ It allows for transformations
- ☐ It gives a more realistic view

Correct!

Question 7

1 / 1 pts

A "viewport" is:

- ☐ The region on the monitor that is outside the graphics window
- ☒ A sub-region of the overall graphics window
- ☐ Another name for the entire graphics window

Correct!

Question 8

1 / 1 pts

A "Display List" is:

Correct!

- ☐ Sending the display instructions directly to the graphics system
- ☐ A list of the available monitors attached to your system
- ☒ Writing display instructions into memory to be played back later
- ☐ A list of the available graphics cards for your system

Question 9

1 / 1 pts

Joe Graphics wrote the following code:

```
glBegin( GL_LINE_STRIP );  
for( float angle = 0.; angle <= 360.; angle += 10. )  
{  
    float x = Radius * cos( TO_RADIANS( angle ) );  
    float y = Radius * sin( TO_RADIANS( angle ) );  
    glVertex2f( x, y );  
}  
glEnd( );
```

What is he doing?

- ☐ Nothing -- this is not legal OpenGL
- ☐ Drawing a 2D filled-in circle
- ☐ Drawing a graph of a sine function
- ☒ Drawing a 2D circle outline

Correct!

Question 10

1 / 1 pts

A "callback" function, used in the graphics programming sense, is:

- ☐ A function that is called when the graphics card is available
- ☒ A function that gets called when a particular event or situation occurs

Correct!

- ☐ A function that gets called to reset the graphics card if it becomes stuck
- ☐ A function that gets called when the graphics card finishes drawing your display

Quiz Score: **10** out of 10