# Quiz #9

**Due** May 29 at 11:59pm **Points** 10 **Questions** 5
**Available** May 27 at 12:01am - May 29 at 11:59pm 3 days
**Time Limit** 60 Minutes

## Instructions

**Welcome to Quiz #9! Don't get so wrapped up in Memorial Day that you forget to take this!**

## Attempt History

| | Attempt | Time | Score |
|---|---|---|---|
| LATEST | Attempt 1 | 7 minutes | 10 out of 10 |

Correct answers will be available on May 30 at 12:01am.

Score for this quiz: **10** out of 10
Submitted May 27 at 2:32pm
This attempt took 7 minutes.

### Question 1 — 2 / 2 pts

What does the function `cudaMalloc` do?

- (•) Allocates memory in GPU memory
- ( ) Allocates memory in both CPU and GPU memory
- ( ) Allocates memory in CPU memory

### Question 2 — 2 / 2 pts

What is the advantage of using OpenCL / OpenGL interoperability?

- (•) It is fast. You take advantage of GPU parallelism and the data never leaves GPU memory.
- ( ) It saves power.
- ( ) It looks good on your resume.

### Question 3 — 2 / 2 pts

The OpenCL function `clCreateFromGLBuffer` does this:

- ( ) Creates an OpenGL vertex buffer
- ( ) Allocates an OpenCL device memory buffer
- (•) Creates an OpenCL device memory pointer from an OpenGL vertex buffer

### Question 4 — 2 / 2 pts

Why does Jane Parallel do this:

```
typedef float4 point;
typedef float4 vector;
typedef float4 color;
```

- (•) It makes it more obvious what her code is doing
- ( ) The compiler demands it
- ( ) Trick question -- this is illegal code and won't compile
- ( ) OpenCL demands it

### Question 5 — 2 / 2 pts

A sphere is able to be represented as 4 numbers. What are they?

- ( ) Surface normal and radius
- (•) Center-xyz and radius
- ( ) The sphere's 4 hyperbolic radii

Quiz Score: **10** out of 10

◂ Previous Next ▸

**Submission Details:**

| | |
|---|---|
| **Time:** | 7 minutes |
| **Current Score:** | 10 out of 10 |
| **Kept Score:** | 10 out of 10 |