GAME PROGRAMMING
MOCK TEST

1. If a cube has 4 faces and 4 vertices then how many edges are there
a) 6
b) 11
c) 10
d) 8

2. Distance between Points A(0,0) and B(3,4) is
a) 6
b) 5
c) 7
d) 9

3. Equation of the type y = mx + c are called as
a) Quadratic Equation
b) Cubic Equation
c) Linear Equation
d) Trigonometric Equation

4.   2D stands for
a) Two Diamond
b) Two Diagram
c) Two Design
d) Two Dimensional

5. 3D Vectors have
a) XYZ Plane
b) XY Plane
c) ABC Plane
d) ZA Plane

6. The Vector Product of two vector is also known as
a) Scalar Product
b) Dot Product
c) Point Product
d) Cross Product

7. Inorder for Direct3D to determine which Pixels of an object are in front of another , it uses a technique called
a) Front Buffer
b) Back Buffer
c) Z-Buffer
d) B-Buffer

8. A rhombus, which is a parallelogram with four sides of equal length its area is given by
a) $A = a^2 \sin(B)$
b) $A = a^2 \cos(B)$

c) A = a^2 tan(B)
d) A = a^2 cot(B)

9. OpenGL stands for.
a) Open General Liability
b) Open Graphics Library
c) Open Guide Line
d) Open Graphics Layer

10. Unity helps to simulate physics in Project to ensure that the objects correctly accelerate and respond to collisions and _____
a)Images
b)Space
c)Color
d)gravity

11. By default, a Sprite's Sort Point is set to its_____
a)End
b)Center
c)Start
d)midpoint

12. More than two buffers can be employed; using three buffers is called.
a)Tri Buffering
b) 3 Buffering
c)Triple Buffering
d)Third Buffering

13. To create a software driver to emulate 3D hardware we can use.
a)2D_DRIVER_TYPE_SOFTWARE
b)3D_DRIVER_TYPE_SOFTWARE
c)2D_Driver_Type_Software
d)3D_Driver_Type_Software

14. Arender pipeline performs a series of operations that take the contents of a_____
a)Images
b)Scene
c)Surface
d)Light

15. The application combines its own environment with the user's real-world environment and allows them to interact with each other
a)Augmented Reality
b)Virtual reality
c)Reality
d)Mixed Reality

16. Graphic objects in 2D are known as _____
a)Model
b)Sprites

c)Player
d)character

17. _____ is the technology that allows DirectX to be programming languageindependent & have backwardcompatibility.
a)Computer object model
b)Composite object model
c)Component object model
d)Complier object model

18. Swapping the roles of the back & front bufferis called _____.
a)Presenting
b)Buffering
c)Swap chain
d)Depth Buffering

19. Interpolating the normal & doing lighting calculations per pixel is called ____.
a)Pixel lighting
b)Vertex normal
c)Vertex lighting
d)surface normal

20. ____ antialiasing technique works by increasing there solution in software.
a)Multisampling
b)Super sampling
c)Sampling
d)Subsampling