UPES

Name:
Enrolment No:

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
End Semester Examination, July- 2020

Programme Name: B.Tech CSE Graphics and gaming   **Semester**   **: VI**

Course Name   : Introduction to game programming   **Time**   **: 02 hrs**

Course Code   : CSGG3002   **Max. Marks: 100**

Nos. of page(s)   :

Instructions:

My Institution   Courses   Community

H   Tests, Surveys and Pools   Tests   **Test Canvas : Final End Set**   Edit Mode is: **●ON**   ?

X

This Test has 30 attempts. For information on editing questions, click **More Help** below.

Test Canvas: Final End Set

The Test Canvas lets you add, edit and reorder questions, as well as review a test. More Help

Question Settings

You can edit, delete or change the point values of test questions on this page. If necessary, test attempts will be regraded after you submit your changes.

Description	
Instructions	
Total Questions	60
Total Points	60
Number of Attempts	30

Select: All   None   Select by Type:
- Question Type -

Delete and Regrade   Points   Update and Regrade   Hide Question Details

1. **Multiple Choice: What is a quick way to move a gameObj...**   Points: **1**

Question	What is a quick way to move a gameObject back to the origin of the world?
Answer	Move the gameObject in the game view

✅ Reset the transform component in the inspector

Delete the gameObject and recreate it

Points: **1**

☐ 2. **Multiple Choice: What component is like a microphone i...**

Question	What component is like a microphone in the game world?
Answer	✅ Audio Listener
	Audio Source

Points: **1**

☐ 3. **Multiple Choice: The main reason to NOT add a lot of l...**

Question	The main reason to NOT add a lot of lights into your game is:
Answer	The lights would make the game world too bright
	✅ The lights may slow the frame rate of the game

Points: **1**

☐ 4. **Multiple Choice: A texture is set as a property of a:**

Question	A texture is set as a property of a:
Answer	Material
	GameObject
	✅ Shader

☐ **5. Multiple Choice: The coordinate system in Unity is mea...**   Points: **1**

Question	The coordinate system in Unity is measured in:
Answer	Feet
	✅ Meters
	Centimeters
	Inches

☐ **6. Multiple Choice: "A transform contains all of the foll...**   Points: **1**

Question	"A transform contains all of the following, EXCEPT?"
Answer	Scale
	Position
	Rotation
	✅ Mass

☐ **7. Multiple Choice: Which of the following is NOT a step ...**   Points: **1**

Question	Which of the following is NOT a step in the asset pipeline?
Answer	Preproduction
	✅ Distribution
	Production
	Integration

☐ **8. Multiple Choice: The complexity of your game can influ...**   Points: **1**

Question	The complexity of your game can influence what aspect of the display?
Answer	Pixel Density
	Refresh Rate
	✅ Frame Rate
	Aspect Ratio

☐ **9. Multiple Choice: "In Unity, you assemble what in the U...**   Points: **1**

Question	"In Unity, you assemble what in the Unity scene view?"
Answer	Game Models
	Game Assets
	Components

Game Objects

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10. **Multiple Choice: "On a small team (less than 5 people)...**

Points: **1**

Question	"On a small team (less than 5 people), the primary game development roles are all of the following EXCEPT:"
Answer	Programmer
	Designer
	Artist
	✅ Producer

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11. **Multiple Choice: The term game platform refers to?**

Points: **1**

Question	The term game platform refers to?
Answer	✅ The computing hardware and operating system
	The game engine
	The programming language
	The table that the game system rests upon

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12. **Multiple Choice: The first thing to consider when maki...**

Points: **1**

Question	The first thing to consider when making a game is:
Answer	The game engine

The target audience

The distribution channel

The game platform

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13. Multiple Choice: "One of the best ways to simulate flu...   Points: **1**

Question	"One of the best ways to simulate fluid-like entities, such as smoke and fire, in 3D space is through the use of:"
Answer	The Fluid Component
	Particle Systems
	Movie Textures

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14. Multiple Choice: Unity 2D user interface (UI) gameObje...   Points: **1**

Question	Unity 2D user interface (UI) gameObjects require a:
Answer	Canvas.
	Collider
	Tag

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15. Multiple Choice: Physic materials allow you to: Points: **1**

Question	Physic materials allow you to:
Answer	Change the appearance of gameObjects.
	✅ Adjust friction and bounciness of colliding objects.
	Add Force
	None

16. Multiple Choice: You enable physics on a gameObject th...

Points: **1**

Question	You enable physics on a gameObject through what component?
Answer	RigidBody
	✅ Collider
	Physics

17. Multiple Choice: "According to defintion, Standard Ass...

Points: **1**

Question	"According to defintion, Standard Assets are:"
Answer	Assets that you always use in every project.
	Assets that are included when you build your game
	✅ Assets provided by Unity for use in your project.

18. Multiple Choice: What is a quick way to move a gameObj...   Points: **1**

Question	What is a quick way to move a gameObject back to the origin of the world?
Answer	✅ Reset the transform component in the inspector.
	Move the gameObject in the game view
	Delete the gameObject and recreate it.

19. Multiple Choice: What function in a class is called ev...   Points: **1**

Question	What function in a class is called every frame update when the script is attached to a Game Object in the scene?
Answer	Start
	✅ update
	awake
	restart

20. Multiple Choice: Code objects are created or instantia...   Points: **1**

Question	Code objects are created or instantiated from:
Answer	Variables
	Functions
	✅ Classes

References

21. **Multiple Choice: How do we refer to a gameObject's tra...**

Points: **1**

Question	How do we refer to a gameObject's transform component in code?
Answer	Transform of GameObject
	✅ gameObject.transform
	transform.gameObject
	"gameObject[""Transform""]"

22. **Multiple Choice: The mapping between inputs and game a...**

Points: **1**

Question	The mapping between inputs and game actions can be set in the:
Answer	Preferences for Unity
	Inspector
	✅ Input Manager
	Controls Interface

23. **Multiple Choice: A good 3D primitive shape to represen...**

Points: **1**

Question	A good 3D primitive shape to represent a first person character is a:
Answer	Box

Cone

Sphere

✅ Capsule

24. Multiple Choice: How do you reference a gameObject's c...   Points: **1**

Question	How do you reference a gameObject's component within a script?
Answer	gameObject.FindComponent
	gameObject.Component
	gameObject.DetectComponent
	✅ gameObject.GetComponent

25. Multiple Choice: "If we want to do something in 10 sec...   Points: **1**

Question	"If we want to do something in 10 seconds, how might we set this up in code?"
Answer	Set a variable to be the Time.time + 10 in the Update function and then continually check if the Time.time is > the variable in the Update function.
	✅ Set a variable to be the Time.time + 10 in the Start function and then continually check if the Time.time is > the variable in the Update function.
	Set a variable to be the Time.deltaTime + 10 in the Start function and then continually check if the Time.deltaTime is > the variable in the Update function.
	None

26. Multiple Choice: Arrange the event functions listed be...   Points: **1**

Question	Arrange the event functions listed below in the order in which they will be invoked when an application is closed: Update() OnGUI() Awake() OnDisable() Start() LateUpdate() OnEnable() OnApplicationQuit() OnDestroy()
Answer	Update() Awake() OnEnable() Start() LateUpdate() OnGUI() OnApplicationQuit() OnDisable() OnDestroy()
	Start() Awake() OnEnable() Update() LateUpdate() OnGUI() OnApplicationQuit() OnDisable() OnDestroy()
	✓ Awake() OnEnable() Start() Update() LateUpdate() OnGUI() OnApplicationQuit() OnDisable() OnDestroy()

Awake()
OnEnable()
OnApplicationQuit()
Start()
Update()
OnDisable()
LateUpdate()
OnGUI()
OnDestroy()

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27. **Multiple Choice: Why should one multiply a rotation wi...**

Points: **1**

Question	Why should one multiply a rotation with Time.deltatime
Answer	✅ "To make object move in terms of time, not in frames"
	To make the object move slower than the frame rate
	To make the object move faster than the frame rate
	To make object move in terms of frames not in time

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28. **Multiple Choice: "Requirements of Indie game developer...**

Points: **1**

Question	"Requirements of Indie game developers and AAA studio is never same, which is one most important differentiating factor"
Answer	Scale of Project
	✅ Team Size and Development Process
	Financial Stability of teams
	Game pricing

29. Multiple Choice: "There is this specific appraoch used...

Points: **1**

Question	"There is this specific appraoch used by certain game engines which fecilitate game development even for no programmers, what do we call that"
Answer	Imperative Approach
	Module Based
	Event based Programming
	✅ Visual Programming

30. Multiple Choice: Which is correct sequence for game de...

Points: **1**

Question	Which is correct sequence for game development
Answer	Concept Implentation Testing Publishing Prototyping
	Concept Implentation Testing Publishing Prototyping
	Concept Prototyping Implentation Testing Publishing

✅ Prototyping
Concept
Implentation
Testing
Publishing

☐ **31.** **Multiple Choice: "Every object in Unity scene is gameo...**   Points: **1**

Question	"Every object in Unity scene is gameobject, it contains certain components associated with it, how many components can be attached to a gameobject"
Answer	4
	✅ Any Number-'N'
	3
	1

☐ **32.** **Multiple Choice: In which method should you use Physic...**   Points: **1**

Question	In which method should you use Physics related transforms on the GameObjects?
Answer	"Depending on the actual work to be done, you can write Physics code in two methods FixedUpdate() and LateUpdate() methods"
	✅ In the FixedUpdate() method
	In the Update() method
	In the LateUpdate() method

☐ **33.** **Multiple Choice: All scripts have to be derived from w...**   Points: **1**

Question	All scripts have to be derived from which class?
Answer	RigidBody Class
	Transform Class
	✅ MonoBehaviour Class
	SingleBehaviour Class

☐ **34. Multiple Choice: Why should one multiply a rotation wi...**   Points: **1**

Question	Why should one multiply a rotation with Time.deltatime
Answer	✅ "To make object move in terms of time, not in frames"
	To make the object move slower than the frame rate
	To make the object move faster than the frame rate
	To make object move in terms of frames not in time

☐ **35. Multiple Choice: Which one of the given below is a gam...**   Points: **1**

Question	Which one of the given below is a game engine
Answer	Maya 3d
	Visual Studio(C#)
	Photoshop
	✅ GoDot

☐ **36. Multiple Choice: While creating an FPS in Unity the ca...**   Points: **1**

Question	While creating an FPS in Unity the camera object should be align such that
Answer	the whole body of the main character should be visible on the screen
	only back of the main character should be visible on the screen
	✅ The screen should be similar to the vision of main character
	it should always follow the enemy characters

☐ **37. Multiple Choice: Unity prefabs are closely related to**   Points: **1**

Question	Unity prefabs are closely related to
Answer	Function overloading
	function overriding
	✅ inheritance
	encapsulation

☐ **38. Multiple Choice: Which one of the given below is not a...**   Points: **1**

Question	Which one of the given below is not a component in Unity
Answer	Transformation
	✅ material
	collider

physics

Points: **1**

☐ **39.** **Multiple Choice: Games can be employed in**

Question	Games can be employed in
Answer	Educational field
	Entertainment
	Medical Field
	✅ All mentioned

Points: **1**

☐ **40.** **Multiple Choice: Providing two or more constructors fo...**

Question	Providing two or more constructors for the same class _____
Answer	✅ requires different argument lists
	requires different constructor names
	requires different constructor types
	is illegal

Points: **1**

☐ **41.** **Multiple Choice: malloc and new**

Question	malloc and new
Answer	both have very different functionality with 'new' used only for writing new classes

Both are extended classes of calloc

both are available in C

✅ have the similar functionality with malloc being a function and new being a keyword

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42. Multiple Choice: in context of programming Hardcoding ...   Points: **1**

Question	in context of programming Hardcoding refers to:
Answer	setting Hard objectives for the program
	Finding a way to write more code
	✅ Providing inputs without any external interface.
	Following hard concepts of programming.

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43. Multiple Choice: "Which function is provided by the C+...   Points: **1**

Question	"Which function is provided by the C++, for reducing the function-call overhead?"
Answer	endline function
	control function
	✅ inline function
	online function

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44. Multiple Choice: if a variable is declared outside of ...   Points: **1**

Question	if a variable is declared outside of the class it is known as _____
Answer	✅ global
	universal
	stellar
	external

☐ **45. Multiple Choice: if there are two functions with the s...**

Points: **1**

Question	if there are two functions with the same name it is known as:
Answer	✅ overloading
	defaulting
	casting
	referencing

☐ **46. Multiple Choice: "A way to reuse existing classes to c...**

Points: **1**

Question	"A way to reuse existing classes to create new classes, is called"
Answer	Composition
	✅ Inheritance
	Containment
	All of them

47. **Multiple Choice: To make the program more memory effic...**

Points: **1**

Question	To make the program more memory efficient we can
Answer	Find a way to work with the data one at a time
	"Declare it in program memory, instead of on the stack"
	"Use the hard drive, instead of RAM"
	✅ All of the mentioned

48. **Multiple Choice: read-only access providing member fun...**

Points: **1**

Question	read-only access providing member functions are also known as:
Answer	Constructors
	✅ Access functions
	Rational functions
	None of them

49. **Multiple Choice: inheritance have a major advantage th...**

Points: **1**

Question	inheritance have a major advantage that allows:
Answer	✅ reducing the time it takes to create new custom objects
	not having to think about how objects will be used
	reducing the amount of memory required to execute a progrma

enabling people who have not studied programming to create useful applications

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50. Multiple Choice: Initally Unity had support for which ...　　　　　　　　　Points: **1**

Question	Initally Unity had support for which language apart from C#
Answer	Java
	✅ Java Script
	HTML5
	WebGL

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51. True / False: 3D games are composed of 3D graphics ...　　　　　　　　　Points: **1**

Question	3D games are composed of 3D graphics and typically do NOT use 2D graphics.
Answer	True
	✅ False

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52. True / False: You can modify gameObject component p...　　　　　　　　　Points: **1**

Question	You can modify gameObject component properties over time using the Animation editor.
Answer	✅ True
	False

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53. True / False: One way to handle multiple display si...　　　　　　　　　Points: **1**

Question	One way to handle multiple display sizes when laying out the user interface is to use scaling and anchoring.

Answer   ✅ True
                                     False

☐ **54.** **True / False: "If a gameObject is built from a pref...**   Points: **1**

Question	"If a gameObject is built from a prefab but then you make that gameObject into a new prefab, the new prefab is linked to the gameobject."
Answer	True
	✅ False

☐ **55.** **True / False: You can move gameObjects in set inter...**   Points: **1**

Question	You can move gameObjects in set interval steps in the scene view using snapping
Answer	✅ True
	False

☐ **56.** **True / False: Image effects are available in all Un...**   Points: **1**

Question	Image effects are available in all Unity projects by default.
Answer	True
	✅ False

☐ **57.** **True / False: You can create new gameObjects in the...**   Points: **1**

Question	You can create new gameObjects in the scene through code using the Instantiate command.
Answer	✅ True
	False

☐ **58.** **True / False: "After you create a new Animation Cli...**   Points: **1**

Question	"After you create a new Animation Clip using the Animation editor, you need to turn looping on in the inspector if you want it to loop."
Answer	True
	✅ False

59. True / False: You can change the parent of a gameOb...

Points: **1**

Question	You can change the parent of a gameObject through code
Answer	✅ True
	False

60. True / False: Every game object comes with a dynami...

Points: **1**

Question	Every game object comes with a dynamic collider with it
Answer	True
	✅ False

Select: All None ┊ Select by Type: - Question Type - ▾

Delete and Regrade ┊ Points [   ] Update and Regrade ┊ Hide Question Details

← OK