



Name:

Enrolment No:

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, July- 2020

Programme Name: B.Tech CSE Graphics and gaming

Semester : IV

Course Name : Introduction to game programming

Time : 02 hrs

Course Code : CSGG3002

Max. Marks: 100

Nos. of page(s) :
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 Edit Mode is: ON ?

 This Test has 49 attempts. For information on editing questions, click **More Help** below.

This Test has at least one attempt in progress. Deleting questions has been disabled. The attempts currently in progress are by: Kartikey Semwal, Kartik Khandurie

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Test Canvas: End Sem Mad IGP Final

The Test Canvas lets you add, edit and reorder questions, as well as review a test. [More Help](#)

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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 49

Select: All None Select by Type:

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Update and Regrade

Hide Question Details

1. Multiple Choice: "When you add a new component to a ga..."

Points: **1**

Question

"When you add a new component to a gameObject, derived from a prefab, what happens immediately:"

Answer

The gameObject changes and nothing happens to the prefab

The prefab is updated to reflect the change

"Other gameObjects, derived from the prefab, are updated."

2. Multiple Choice: Isometric games typically use which t...

Points: **1****Question**

Isometric games typically use which type of 3D projection?

Answer

Orthographic

Perspective

3. Multiple Choice: What type of light is most like a fla...

Points: **1****Question**

What type of light is most like a flashlight projecting light in a certain direction from a specific point in space?

Answer

Spot light

Point light

Directional light

Ambient light

4. Multiple Choice: The vast beyond of the world that the...

Points: **1****Question**

The vast beyond of the world that the player sees can be visually represented through a:

Answer

Directional Lights

Horizon Effect

Skybox Material

5. Multiple Choice: "When a script (aka, a behavior) is a..."

Points: 1

Question "When a script (aka, a behavior) is attached to a gameObject, it becomes a:"

Answer Component

gameObject

Child

Game Asset

6. Multiple Choice: "The transform for a (child) gameObje..."

Points: 1

Question "The transform for a (child) gameObject that has a parent, shows its position relative to:"

Answer The world origin

The parent gameObject s origin

The child gameObject s origin

7. Multiple Choice: A vector is a:

Points: 1

Question A vector is a:

Answer A displacement in space

Location in space

8. Multiple Choice: Which graphical representation type i...

Points: 1

Question Which graphical representation type is typically rendered faster?

Answer vector

bitmap

9. Multiple Choice: "In Unity, the entire hierarchy (not ...

Points: 1

Question "In Unity, the entire hierarchy (not just a selected element in the hierarchy) corresponds to what is in the?"

Answer Project Panel

Components

Inspector

Scene

10. Multiple Choice: "Game engines, such as Unity3D, usual...

Points: 1

Question "Game engines, such as Unity3D, usually also come with:"

Answer Engine source code

Game editor tools

Asset creation tools

Project management tools

 11. Multiple Choice: All of the following can be considere...

Points: 1

Question	All of the following can be considered game technology EXCEPT:
Answer	<input type="checkbox"/> Game code
	<input type="checkbox"/> Game players
	<input checked="" type="checkbox"/> Game engine
	<input type="checkbox"/> Operating system

 12. Multiple Choice: One of the most significant differenc...

Points: 1

Question	One of the most significant differences between players and how they engage in games is:
Answer	<input type="checkbox"/> Age
	<input type="checkbox"/> Culture
	<input checked="" type="checkbox"/> Play style (core vs. casual)
	<input type="checkbox"/> Gender

 13. Multiple Choice: " When dynamically adding a lot of g...

Points: 1

Question	" When dynamically adding a lot of gameObjects to your game, such as explosions or bullets, the best way to clean them up after they have served their purpose is to"
Answer	<input type="checkbox"/> Inactivate them

Move them off camera.

Destroy them from the scene

14. Multiple Choice: "When working with user interface ele..."

Points: 1

Question "When working with user interface elements in Unity, it is best to:"

Answer "Switch the scene view to "2D mode"."

Switch the scene view to the top-view view

"Switch to "UI Layout" mode"

15. Multiple Choice: One way to identify gameObjects in a ...

Points: 1

Question One way to identify gameObjects in a scene (in scripts) are through:

Answer Tags.

labels

Both

None

16. Multiple Choice: "If two gameObjects have colliders, b..."

Points: 1

Question "If two gameObjects have colliders, but one of the gameObjects collider is set to "is trigger", what will happen when the two gameObjects meet?"

Answer They will collide and bouncy off each other.

One gameObject will become the child of the other gameObject.

They will pass through each other

17. Multiple Choice: One good way to organize gameObjects ...

Points: 1

Question One good way to organize gameObjects in your hierarchy is through:

Answer Empty gameObjects

Making prefabs

Folders

18. Multiple Choice: "When you add a new component to a ga...

Points: 1

Question "When you add a new component to a gameObject, derived from a prefab, what happens immediately:"

Answer The gameObject changes and nothing happens to the prefab

The prefab is updated to reflect the change.

"Other gameObjects, derived from the prefab, are updated"

19. Multiple Choice: "If we want to reference a gameObject...

Points: 1

Question "If we want to reference a gameObject that the script is NOT attached to, we can do this in all the following ways except:"

Answer Use GameObject.FindWithTag() to find the game object in the scene by its tag.

Use this.gameObject within the script.

Use `GameObject.Find()` to find the game object in the scene by its name.

Have the game object set through a public variable of type `GameObject` in the editor.

20. Multiple Choice: What type of class variables can you ...

Points: 1

Question	What type of class variables can you see in the Unity editor by default?
Answer	<input checked="" type="checkbox"/> Public
	<input type="checkbox"/> Private
	<input type="checkbox"/> Protect
	<input type="checkbox"/> Static

21. Multiple Choice: `Time.deltaTime` is

Points: 1

Question	<code>Time.deltaTime</code> is
Answer	<input type="checkbox"/> The amount of time since Unity started playing the current scene in seconds.
	<input type="checkbox"/> The current time.
	<input checked="" type="checkbox"/> The amount of time that gone by since the last frame update in seconds
	<input type="checkbox"/> The universal time of air travel.

22. Multiple Choice: "If you define a public `GameObject` va...

Points: 1

Question	"If you define a public <code>GameObject</code> variable in a script, but do not set it in the editor to reference a <code>GameObject</code> or <code>Prefab</code> , the variable will default to:"
----------	--

Answer	empty
	the main camera
	nothing
<input checked="" type="checkbox"/>	null

23. Multiple Choice: Script error messages and Debug.Log m...

Points: 1

Question	Script error messages and Debug.Log messages appear where in Unity?
Answer	The scene view
	The inspector
	The hierarchy
<input checked="" type="checkbox"/>	The console

24. Multiple Choice: "In a Unity script, which function on...

Points: 1

Question	"In a Unity script, which function only runs once:"
Answer	OnTriggerEnter()
	Update()
<input checked="" type="checkbox"/>	Start()
	OnCollisionEnter()

Points: 1

 25. Multiple Choice: Triggers can be used with the Animato...

Question	Triggers can be used with the Animator to:
Answer	<input checked="" type="checkbox"/> Transition from one animation state to another
	<input type="checkbox"/> Have animation interact with physics.
	<input type="checkbox"/> Change the entry animation state.
	<input type="checkbox"/> None

 26. Multiple Choice: "In the following code, what is the a...

Points: 1

Question	"In the following code, what is the alternative for 'on TriggerEnter' and setActive(False) <pre>void onTriggerEnter(Collider other) { if (other.GameObject.CompareTag("Pick Up")) { other.GameObject.SetActive(false); // increment the count whenever we collect the sphere. count = count + 1; } }"</pre>
Answer	<input type="checkbox"/> On ColliderEnter' Delete()
	<input checked="" type="checkbox"/> On ColliderEnter' Destroy()
	<input type="checkbox"/> On Collider' Deactivate()
	<input type="checkbox"/> On Collison' Deactivate()

27. Multiple Choice: "Kindly fill the below mentioned blan...

Points: 1

Question

"Kindly fill the below mentioned blanks with proper class and method names.

```
using UnityEngine;
using System.Collections;

public class PlayerController..... {

private Rigidbody rb;

void .....()
{
rb = GetComponent ();
}
void .....()
{
float moveHorizontal = Input.GetAxis("Horizontal");
float moveVertical = Input.GetAxis("Vertical");

rb.AddForce(Vector3)
}
}

"
```

Answer

MonoBehaviour
Fixedupdate
Start



MonoBehaviour
Start
FixedUpdate

MonoBehaviour
Start
Update

MonoBehaviour
Start
LateUpdate

28. Multiple Choice: Which game engine is best suited for ...

Points: 1

Question	Which game engine is best suited for Game prototyping.
Answer	<input checked="" type="checkbox"/> Game Maker
	<input type="checkbox"/> Blender
	<input type="checkbox"/> Maya
	<input type="checkbox"/> Unity

 29. Multiple Choice: Which one is correct as per the game ...

Points: 1

Question	Which one is correct as per the game engine perspective
Answer	<input type="checkbox"/> Without game engine we cannot make games
	<input type="checkbox"/> Game Loop is a integral part of game layer in Game engines
	<input checked="" type="checkbox"/> Game engine supports 2d/3d development.
	<input type="checkbox"/> Game engines support 3d game development only.

 30. Multiple Choice: What is that one thing which is not i...

Points: 1

Question	What is that one thing which is not integral part fo the game engine layer
Answer	<input type="checkbox"/> AI Control
	<input checked="" type="checkbox"/> Game Logic
	<input type="checkbox"/> Collision detection

Audio Engine

 31. Multiple Choice: Which code reports the distance betwe...

Points: 1

Question	Which code reports the distance between the current object and the reported Collider:
Answer	<pre>"using UnityEngine; public class ExampleClass : MonoBehaviour { void FixedUpdate() { Vector3 fwd = transform.TransformDirection(Vector3.forward); if (Physics.Raycast(transform.position, fwd, 10)) print("There is something in front of the object!"); } } }"</pre> <hr/> <pre>"using UnityEngine; public class RaycastExample : MonoBehaviour { void FixedUpdate() { RaycastHit hit; if (Physics.Raycast(transform.position, -Vector3.up, out hit, 100.0f)) print("Found an object - distance: " + hit.distance); } } }"</pre>

```
✔ "using UnityEngine;

public class RaycastExample : MonoBehaviour
{
    void FixedUpdate()
    {
        RaycastHit hit;

        if (Physics.Raycast(transform.position, -Vector3.up, out hit))
            print("Found an object - distance: " + hit.distance);
    }
}"

"using UnityEngine;

public class ExampleClass : MonoBehaviour
{
    void Update()
    {
        Ray ray = Camera.main.ScreenPointToRay(Input.mousePosition);
        if (Physics.Raycast(ray, 100))
            print("Hit something!");
    }
}
"
```

32. Multiple Choice: "When IsKinematic property is enabled..."

Points: 1

Question "When IsKinematic property is enabled for the Rigidbody, What exactly happens to game object"

- Answer**
- ✔ The object will not react to Forces and Collisions
 - The object will react to Forces and Collisions
 - Object is under influence of Gravity
 - Object will not behave to any of the mentioned options

33. Multiple Choice: "At run time, a script can cause a n...

Points: 1

Question	"At run time, a script can cause a new object instance to be created at a certain location, how it can be achieved."
Answer	Through Components
	Through Dynamic gameobjects
	<input checked="" type="checkbox"/> Through Prefabs
	Not possible to instantiate

 34. Multiple Choice: Which one corresponds to movement in ...

Points: 1

Question	Which one corresponds to movement in only 'X' direction.
Answer	" movement = new Vector3(0.0f, 0.0f, moveVertical); "
	<input checked="" type="checkbox"/> " movement = new Vector3(moveHorizontal, 0.0f, 0.0f); "
	" movement = new Vector3(moveHorizontal, movementDiagonal, moveVertical); "
	" movement = new Vector3(0.0f, movementVertical, moveHorizontal); "

 35. Multiple Choice: Providing names to game object in uni...

Points: 1

Question	Providing names to game object in unity will
Answer	<input checked="" type="checkbox"/> help in designer/developer to understand functionality of that object

will make it easy to destroy as it is certainly a enemy NPC

will help in story development related to game object

will help in marketing the game as lore to associated with it

36. Multiple Choice: A digital game must have this aspect

Points: 1

Question A digital game must have this aspect

Answer

story

game play

marketing

multiplayer mode

37. Multiple Choice: Most FPS(First Person Shooters) incor...

Points: 1

Question Most FPS(First Person Shooters) incorporates this mechanism

Answer

Raycasting

Delegates

Sprites

Networking

38. Multiple Choice: Using of Unity axis instead of key bi...

Points: 1

Question	Using of Unity axis instead of key bindings provide
Answer	<input type="checkbox"/> smoother game play experience
	<input type="checkbox"/> smooth less scene transition
	<input type="checkbox"/> os platform independence
	<input checked="" type="checkbox"/> Hardware platform independence

 39. Multiple Choice: in 3D geometry computing distance bet...

Points: 1

Question	in 3D geometry computing distance between two points include a relatively higher time consuming under-root operation in which the given scenario we can ignore this operation
Answer	<input type="checkbox"/> while adding two distances
	<input type="checkbox"/> while subtracting one distance from another
	<input type="checkbox"/> while multiplying one distance with another
	<input checked="" type="checkbox"/> while comparing one distance from another one

 40. Multiple Choice: Unreal engine is developed by

Points: 1

Question	Unreal engine is developed by
Answer	<input checked="" type="checkbox"/> Epic Games
	<input type="checkbox"/> Ubisoft
	<input type="checkbox"/> Dunia

None

41. Multiple Choice: A destructor takes _____ arguments.

Points: 1

Question	A destructor takes _____ arguments.
Answer	<input type="radio"/> one
	<input type="radio"/> two
	<input type="radio"/> three
	<input checked="" type="radio"/> No Argument

42. Multiple Choice: Separating input output from the comp...

Points: 1

Question	Separating input output from the computation logic is a good coding strategy.
Answer	<input checked="" type="radio"/> TRUE
	<input type="radio"/> FALSE
	<input type="radio"/> It is never possible to do so.
	<input type="radio"/> The programmer should always hardcode

43. Multiple Choice: Writing i/o operation inside the clas...

Points: 1

Question	Writing i/o operation inside the classes is always a better strategy.
Answer	<input type="radio"/> TRUE

FALSE

44. Multiple Choice: In C++ virtual keyword indicates that

Points: 1

Question	In C++ virtual keyword indicates that
Answer	<input type="checkbox"/> a derived class has public access to a base class
	<input type="checkbox"/> more than one base class exists
	<input checked="" type="checkbox"/> a base class should be used only once in inheritance
	<input type="checkbox"/> a derived class should have more than one base class constructed

45. Multiple Choice: External program elements and pre-def...

Points: 1

Question	External program elements and pre-defined functions are accessed through
Answer	<input checked="" type="checkbox"/> Header files
	<input type="checkbox"/> Classes
	<input type="checkbox"/> Operators
	<input type="checkbox"/> All of them

46. Multiple Choice: "Mistakenly changing method's name as...

Points: 1

Question	"Mistakenly changing method's name as Main, rather than main, can be considered as"
Answer	<input type="checkbox"/> an entry error

a function error

a logic error

a syntax error

47. Multiple Choice: Operator function is also known as.

Points: 1

Question Operator function is also known as.

Answer function overloading

operator overloading

member overloading

none of the mentioned

48. Multiple Choice: "If you declare two objects as Custom...

Points: 1

Question "If you declare two objects as Customer firstCust, secondCust; which of the following must be true?"

Answer Each object's nonstatic data members will be stored in the same memory location

Each object will be stored in the same memory location

Each object will have a unique memory address

You cannot declare two objects of the same class

49. Multiple Choice: To make the LSB set bit zero in an in...

Points: 1

Question	To make the LSB set bit zero in an input integer x in c/c++ we can se the following expression?
Answer	<input type="checkbox"/> $x = x (x-1)$
	<input checked="" type="checkbox"/> $x = x \& (x-1)$
	<input type="checkbox"/> $x = x (x+1)$
	<input type="checkbox"/> $x = x \& (x+1)$

50. Multiple Choice: This programming language is best sui...

Points: 1

Question	This programming language is best suited for game development
Answer	<input type="checkbox"/> C
	<input checked="" type="checkbox"/> C#
	<input type="checkbox"/> Python
	<input type="checkbox"/> Java

51. True / False: A good place to add game music is typ...

Points: 1

Question	A good place to add game music is typically a gameObject that has the active audio listener component.
Answer	<input checked="" type="checkbox"/> True
	<input type="checkbox"/> False

52. True / False: The pixel dimensions dictate the phys...

Points: 1

Question	The pixel dimensions dictate the physical size of the display:

Answer

True

 False 53. True / False: You can have multiple collider compon...

Points: 1

Question

You can have multiple collider components on a single gameObject.

Answer

 True

False

 54. True / False: A collider must be in the same shape ...

Points: 1

Question

A collider must be in the same shape as the mesh of the gameObject.

Answer

True

 False 55. True / False: A good place to add game music is typ...

Points: 1

Question

A good place to add game music is typically a gameObject that has the active audio listener component.

Answer

 True

False

 56. True / False: The class name of a script does NOT h...

Points: 1

Question

The class name of a script does NOT have to be the same as the filename of the script for the script to work properly.

Answer

True

 False 57. True / False: One way to know if a particular type ...

Points: 1

Question	One way to know if a particular type of gameObject collided with another gameObject in a script is through the use of tagging.
Answer	<input checked="" type="checkbox"/> True <input type="checkbox"/> False

58. True / False: "If you child a UI element to another..."

Points: **1**

Question	"If you child a UI element to another UI element, the anchoring settings will be in relationship to the parent element."
Answer	<input checked="" type="checkbox"/> True <input type="checkbox"/> False

59. True / False: "Modern (non-legacy) Animations in Un..."

Points: **1**

Question	"Modern (non-legacy) Animations in Unity, require both an Animator Controller and Animation Clip(s)."
Answer	<input checked="" type="checkbox"/> True <input type="checkbox"/> False

60. True / False: Is Unity a Open Source game engine

Points: **1**

Question	Is Unity a Open Source game engine
Answer	<input type="checkbox"/> True <input checked="" type="checkbox"/> False

Select: Select by Type: Points

← OK

