

Name:

Enrolment No:



UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, July 2020

Programme Name : B.Tech CS (MC)

Semester : VI

Course Name : Introduction To Game Programming

Time : 02 hrs

Course Code : CSGG 3002

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
	<input checked="" type="checkbox"/> Reset the transform component in the inspector
	Delete the gameObject and recreate it

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

Points: 1

Question	What component is like a microphone in the game world?
Answer	<input checked="" type="checkbox"/> Audio Listener
	Audio Source

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

Points: 1

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
	<input checked="" type="checkbox"/> The lights may slow the frame rate of the game

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

Points: 1

Question	A texture is set as a property of a:
Answer	Material
	GameObject
	<input checked="" type="checkbox"/> Shader

5. Multiple Choice: The coordinate system in Unity is mea...

Points: 1

Question	The coordinate system in Unity is measured in:
Answer	Foot

	<input checked="" type="checkbox"/> Meters
	<input type="checkbox"/> Centimeters
	<input type="checkbox"/> Inches

6. Multiple Choice: "A transform contains all of the foll..."

Points: 1

Question	"A transform contains all of the following, EXCEPT?"
Answer	<input type="checkbox"/> Scale
	<input type="checkbox"/> Position
	<input type="checkbox"/> Rotation
	<input checked="" type="checkbox"/> 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	<input type="checkbox"/> Preproduction
	<input checked="" type="checkbox"/> Distribution
	<input type="checkbox"/> Production
	<input type="checkbox"/> 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	<input type="checkbox"/> Pixel Density
	<input type="checkbox"/> Refresh Rate
	<input checked="" type="checkbox"/> Frame Rate
	<input type="checkbox"/> 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	<input type="checkbox"/> Game Models
	<input type="checkbox"/> Game Assets
	<input type="checkbox"/> Components

Game Objects

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	<input type="checkbox"/> Programmer
	<input type="checkbox"/> Designer
	<input type="checkbox"/> Artist
	<input checked="" type="checkbox"/> Producer

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

Points: 1

Question	The term game platform refers to?
Answer	<input checked="" type="checkbox"/> The computing hardware and operating system
	<input type="checkbox"/> The game engine
	<input type="checkbox"/> The programming language
	<input type="checkbox"/> The table that the game system rests upon

12. Multiple Choice: The first thing to consider when making a game is...

Points: 1

Question	The first thing to consider when making a game is:
Answer	<input type="checkbox"/> The game engine
	<input checked="" type="checkbox"/> The target audience
	<input type="checkbox"/> The distribution channel
	<input type="checkbox"/> The game platform

13. Multiple Choice: "One of the best ways to simulate fluid-like entities, such as smoke and fire, in 3D space is through the use of..."

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	<input type="checkbox"/> The Fluid Component
	<input checked="" type="checkbox"/> Particle Systems
	<input type="checkbox"/> Movie Textures

14. Multiple Choice: Unity 2D user interface (UI) gameObj...

Points: 1

Question	Unity 2D user interface (UI) gameObjects require a:
Answer	<input checked="" type="checkbox"/> Canvas. <input type="checkbox"/> Collider <input type="checkbox"/> Tag

15. Multiple Choice: Physic materials allow you to:

Points: 1

Question	Physic materials allow you to:
Answer	<input type="checkbox"/> Change the appearance of gameObjects. <input checked="" type="checkbox"/> Adjust friction and bounciness of colliding objects. <input type="checkbox"/> Add Force <input type="checkbox"/> None

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

Points: 1

Question	You enable physics on a gameObject through what component?
Answer	<input type="checkbox"/> Rigidbody <input checked="" type="checkbox"/> Collider <input type="checkbox"/> Physics

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

Points: 1

Question	"According to defintion, Standard Assets are."
Answer	<input type="checkbox"/> Assets that you always use in every project. <input type="checkbox"/> Assets that are included when you build your game <input checked="" type="checkbox"/> 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?
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Answer	<input checked="" type="checkbox"/> Reset the transform component in the inspector. <input type="checkbox"/> Move the gameObject in the game view <input type="checkbox"/> Delete the gameObject and recreate it.
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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	<input type="checkbox"/> Start <input checked="" type="checkbox"/> update <input type="checkbox"/> awake <input type="checkbox"/> restart

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

Question	Code objects are created or instantiated from:
Answer	<input type="checkbox"/> Variables <input type="checkbox"/> Functions <input checked="" type="checkbox"/> Classes <input type="checkbox"/> 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	<input type="checkbox"/> Transform of GameObject <input checked="" type="checkbox"/> gameObject.transform <input type="checkbox"/> transform.gameObject <input type="checkbox"/> "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	<input type="checkbox"/> Preferences for Unity <input type="checkbox"/> Inspector <input checked="" type="checkbox"/> Input Manager

`InputManager`

`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	<input type="checkbox"/> Box
	<input type="checkbox"/> Cone
	<input type="checkbox"/> Sphere
	<input checked="" type="checkbox"/> 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	<input type="checkbox"/> <code>gameObject.FindComponent</code>
	<input type="checkbox"/> <code>gameObject.Component</code>
	<input type="checkbox"/> <code>gameObject.DetectComponent</code>
	<input checked="" type="checkbox"/> <code>gameObject.GetComponent</code>

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	<input type="checkbox"/> Set a variable to be the <code>Time.time + 10</code> in the Update function and then continually check if the <code>Time.time</code> is > the variable in the Update function.
	<input checked="" type="checkbox"/> Set a variable to be the <code>Time.time + 10</code> in the Start function and then continually check if the <code>Time.time</code> is > the variable in the Update function.
	<input type="checkbox"/> Set a variable to be the <code>Time.deltaTime + 10</code> in the Start function and then continually check if the <code>Time.deltaTime</code> is > the variable in the Update function.
	<input type="checkbox"/> 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:
	<code>Update()</code>
	<code>OnGUI()</code>
	<code>Awake()</code>
	<code>OnDisable()</code>
	<code>Start()</code>
	<code>LateUpdate()</code>
	<code>OnEnable()</code>
	<code>OnApplicationQuit()</code>

	<pre> OnDestroy() Update() Awake() OnEnable() Start() LateUpdate() OnGUI() OnApplicationQuit() OnDisable() OnDestroy() </pre>
Answer	<pre> Start() Awake() OnEnable() Update() LateUpdate() OnGUI() OnApplicationQuit() OnDisable() OnDestroy() </pre>
	<pre> ✔ Awake() OnEnable() Start() Update() LateUpdate() OnGUI() OnApplicationQuit() OnDisable() OnDestroy() </pre>
	<pre> Awake() OnEnable() OnApplicationQuit() Start() Update() OnDisable() LateUpdate() OnGUI() OnDestroy() </pre>

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

Points: 1

Question	Why should one multiply a rotation with Time.deltatime
Answer	<pre> ✔ "To make object move in terms of time, not in frames" </pre>
	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

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	<pre> Scale of Project </pre>
	✔ Team Size and Development Process

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
	<input checked="" type="checkbox"/> 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"
	<input checked="" type="checkbox"/> 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
	<input checked="" type="checkbox"/> 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	<input checked="" type="checkbox"/> "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

36. 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	<input type="checkbox"/> Maya 3d
	<input type="checkbox"/> Visual Studio(C#)
	<input type="checkbox"/> Photoshop
	<input checked="" type="checkbox"/> 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	<input type="checkbox"/> the whole body of the main character should be visible on the screen
	<input type="checkbox"/> only back of the main character should be visible on the screen
	<input checked="" type="checkbox"/> The screen should be similar to the vision of main character
	<input type="checkbox"/> 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	<input type="checkbox"/> Function overloading
	<input type="checkbox"/> function overriding
	<input checked="" type="checkbox"/> inheritance
	<input type="checkbox"/> 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
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Answer	Transformation
	<input checked="" type="checkbox"/> material
	collider
	physics

39. Multiple Choice: Games can be employed in

Points: 1

Question	Games can be employed in
Answer	Educational field
	Entertainment
	Medical Field
	<input checked="" type="checkbox"/> All mentioned

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

Points: 1

Question	Providing two or more constructors for the same class _____
Answer	<input checked="" type="checkbox"/> requires different argument lists
	requires different constructor names
	requires different constructor types
	is illegal

41. Multiple Choice: malloc and new

Points: 1

Question	malloc and new
Answer	<input type="checkbox"/> both have very different functionality with 'new' used only for writing new classes
	Both are extended classes of calloc
	both are available in C
	<input checked="" type="checkbox"/> have the similar functionality with malloc being a function and new being a keyword

42. Multiple Choice: in context of programming Hardcoding ...

Points: 1

Question	in context of programming Hardcoding refers to:
Answer	<input type="checkbox"/> setting Hard objectives for the program
	<input type="checkbox"/> Finding a way to write more code
	<input checked="" type="checkbox"/> Providing inputs without any external interface.
	<input type="checkbox"/> Following hard concepts of programming.

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	<input type="checkbox"/> endl function
	<input type="checkbox"/> control function
	<input checked="" type="checkbox"/> inline function
	<input type="checkbox"/> online function

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	<input checked="" type="checkbox"/> global
	<input type="checkbox"/> universal
	<input type="checkbox"/> stellar
	<input type="checkbox"/> 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	<input checked="" type="checkbox"/> overloading
	<input type="checkbox"/> 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	<input type="checkbox"/> Composition
	<input checked="" type="checkbox"/> Inheritance
	<input type="checkbox"/> Containment
	<input type="checkbox"/> 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	<input type="checkbox"/> Find a way to work with the data one at a time
	<input type="checkbox"/> "Declare it in program memory, instead of on the stack"
	<input type="checkbox"/> "Use the hard drive, instead of RAM"
	<input checked="" type="checkbox"/> 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	<input type="checkbox"/> Constructors
	<input checked="" type="checkbox"/> Access functions
	<input type="checkbox"/> Rational functions
	<input type="checkbox"/> None of them

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

Points: 1

Question	inheritance have a major advantage that allows:
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Answer	<input checked="" type="checkbox"/> reducing the time it takes to create new custom objects
	<input type="checkbox"/> not having to think about how objects will be used
	<input type="checkbox"/> reducing the amount of memory required to execute a program
	<input type="checkbox"/> enabling people who have not studied programming to create useful applications

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

Question	Initially Unity had support for which language apart from C#
Answer	<input type="checkbox"/> Java
	<input checked="" type="checkbox"/> Java Script
	<input type="checkbox"/> HTML5
	<input type="checkbox"/> WebGL

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	<input type="checkbox"/> True
	<input checked="" type="checkbox"/> False

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	<input checked="" type="checkbox"/> True
	<input type="checkbox"/> False

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	<input checked="" type="checkbox"/> True
	<input type="checkbox"/> 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"
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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