## CS 381 Test 1

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## February 25, 2011

You have 75 minutes for this test. There are a total of 50 points. Write your name and your major on the top right. Good luck.

	(a) 3
	(b) 4
	(c) 3.333
	(d) 3.666
2.	(2 points) In python 10/-3 evaluates to
	(a) -3
	(b) -4
	(c) -3.333
	(d) -3.666
3.	(2 points) In python, word = 'Hell' + 'o' assigns
	(a) Hello
	(b) Hell o
	to word.
4.	(5 points) In python, if word = 'Ecslent', then
	(a) word[-1] evaluates to
	(b) word[2:4] evaluates to
	(c) word[1:] evaluates to
	(d) word[:4] evaluates to
	(e) word[4] = 'x' evaluates to
5.	(5 points) In python, what does this print:
	for x in range(5):
	print x,

1. (1 point) In python 10/3 evaluates to

6.	(2 points) In python ogre, if the frameStarted method of a frameListener class instantiation returns False
	<ul> <li>(a) Python-ogre runs the frameStarted method again</li> <li>(b) Python-ogre runs the frameEnded method immediately</li> <li>(c) Python-ogre shuts down</li> <li>(d) Python-ogre continues running</li> </ul>
7.	(2 points, True/False) In python ogre, all scene node positions are relative to the root scene node which is at the origin $(0, 0, 0)$ .
8.	(1 point, True/False) In python ogre, the positive z axis points into the screen away from the user. $\_$
9.	(5 points) List the six major components of a game engine.
10.	(5 points) Study the function below
	<pre>def foo(n):     """Prints something"""     a, b = 0, 1     while a &lt; n:         print a,         a, b = b, a+b</pre>

What does it print when called with foo(10)

11. (5 points) What does the function below print when called with print foo(10)

```
def foo(n):
    ''' prints nothing'''
    if n < 1:
        return 1
    else:
        return n + foo(n-1)</pre>
```

12. (10 points) Assume you have a vector class Vector3 that overloads vector addition ('+') and vector multiplication by a scalar ('\*'). So

```
foo = Vector3(0, 0, 5)
bar = Vector3(2, 3, 3)

baz = foo + bar
# will create a new vector baz whose x, y, z components are
# 2, 3, 8

foobar = bar * 2
# will create a new vector foobar whose x, y, z components are
# 4, 6, 6
```

Now, given a position vector pos, a velocity vector vel, and a scalar deltaTime that specifies the time elapsed since the last to call to a tick function. Write the one line of python code for updating an entity's position when the entity is traveling with the velocity specified in vel

You may assume all imports have been done for you.

13.	(5  points) Write a stack class Stack that implements a stack using python lists. You will need to implement the usual push, pop, and is Empty methods as well as a constructor.