Answer each of the following. There are 25 questions and each question is worth 4 points.

1. A bitmap is a sound file.  
   True____ False ____

2. How many palette entries (colors) are possible at one time using one 8-bit palette?  
   ____________

3. As discussed in class, the most important part of a game is the graphics.  
   True____ False ____

4. In Visual Basic, you can create arrays that start at index 0 or index 1.  
   True____ False ____

5. In designing and creating network games, your practical goal for security is to completely eliminate any possible attacks and cheats.  
   True____ False ____

6. In Visual Basic, data in classes are more properly exposed to the rest of your project through (one word answer): ________________________________

7. In DirectX, HAL is an acronym which stands for ________________________________
8. Visual Basic is a pure object-oriented programming language.

True ____ False ____

9. The undesirable condition where part of a whole image on screen is shifted, created when the system is simultaneously drawing to the same primary display surface the video card is reading, is known as _______________________.

10. Packet replay is (circle ONE):

   a) a type of network attack
   b) an option for the user to play another game
   c) DirectX terminology for drawing smaller rectangles repetitively
   d) none of the above

11. Describe one technique used to implement scrolling in a game (1 sentence or less):

   ____________________________________________________________
   ____________________________________________________________

12. All of the following may be used in DirectX EXCEPT (circle ONE):

   a) bit block transfer
   b) color fills
   c) sound
   d) all of the above may be used
13. In DirectX Direct Draw, a memory buffer created and used to hold images, and on which you can draw is known generally as a(n) __________________.

14. Games can be fun to play.

   True____ False ___

15. State machines can be used to make a multiplayer game more secure.

   True____ False ___

16. Name a relatively efficient algorithmic technique for path-finding in games (one sentence or less):

   ______________________________________________________________________
   ______________________________________________________________________

17. In DirectX DirectDraw, when hardware does not support a given feature

   DirectDraw attempts to simulate it through the _____________ _____________

   Layer. (fill in the two words)

18. The most important graphical elements of any game are those with which the user interacts, which are called ___________________.
19. In DirectX, the object which allows you to blit to a selected rectangular part of a
surface is generally called a(n) ________________________ (not bltfast or blt).

20. Name a structure/construct, in Visual Basic or otherwise, that is useful for
managing a number of sprites:
_________________________________________________________________

21. Color keying and Pixel Checking are ways of implementing (ONE word):
________________________________.

22. In zero-sum games, one player’s advantage or gain is the other player’s
disadvantage or loss. True____ False ___

23. In DirectSound, repetitively playing the same sound in a continuous stream (i.e.
over and over) is known as (ONE word): ________________________________.

24. DirectInput provides the means to use special GUID keywords, e.g.
   “GUID_SysKeyboard,” to create standard devices for the system keyboard and
   system mouse. True____ False ___

25. In Direct3D for 2D graphics, ALL parts of a Flexible Vertex Format (FVF)
structure must be used. True____ False ___