

Name:

Enrolment No:



UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, December 2020

Programme Name: BTech. (CSE spl. GG)

Semester : V

Course Name : Web programming for GG

Time : 03 hrs

Course Code : CSEG3001

Max. Marks : 100

Nos. of page(s) : 2

SECTION A

1. Each Question will carry 5 Marks

S. No.		Marks	CO
Q 1	sampler2D is a handle for accessing _____ ?	5	CO2
Q2	What is the purpose of placeholder attribute? Write an example code?	5	CO3
Q3	Uniforms are input variables available for _____ ?	5	CO4
Q4	Varying are used for passing data from _____ ?	5	CO4
Q5	State whether true or false gl_Position needs to be declared with vec4 type ?	5	CO3
Q6	State whether true or false The parallel running copies of vertex shader receive different set of attributes?	5	CO1

SECTION B

1. Each question will carry 10 marks

2. Instruction: Write short / brief notes

Q7	Explain the WebGL rendering pipeline?	10	CO4
Q8	Write the canvas code for displaying a moving image vertically on the web browser?	10	CO5
Q9	Write the typical ten steps required for mapping a texture image over a WebGL geometry?	10	CO4
Q10	Write the code for scaling a 3D triangle by 2x, every time user press a button in WebGL?	10	CO3
Q11	Describe the working of the API gl. bufferData() along with its parameters? OR Describe the working of the API gl. drawElements() along with its parameters?	10	CO4

SECTION-C

1. Each Question carries 20 Marks.

2. Instruction: Write long answer.

Q12	Write the code in THREE.js to display a cube placed on top of plane? OR	20	CO5
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Draw neatly the 3-D viewing pipeline's flow of concepts? Also mention all the intermediate operations involved along with their effects on the geometry as viewed to the user?		
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