## 19 Lecture - CS506

## **Important Mcqs**

Certainly, here are 10 multiple-choice questions (MCQs) about animation along with their solutions and multiple options:

**Question 1: What is animation in a programming context?**
a) Adding images to a website.
b) Creating a sequence of images to simulate motion.
c) Enhancing text content with colors.
d) Embedding videos in a webpage.
**Solution: b) Creating a sequence of images to simulate motion.**
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**Question 2: Which programming language is commonly used for web animations?**
a) Python
a) Python
a) Python b) Java
a) Python b) Java c) C++
a) Python b) Java c) C++
a) Python b) Java c) C++ d) JavaScript

- a) Using the `<motion>` tag.
- b) Manipulating the `<animate>` element.
- c) Applying transitions and keyframes.
- d) Inserting GIF images.

**Solution: c) Applying transitions and keyframes.**
**Question 4: What is a sprite sheet in animation?**
a) A list of CSS transitions.
b) A collection of animated GIFs.
c) An image containing multiple frames for animation.
d) A type of video format.
**Solution: c) An image containing multiple frames for animation.**
**Question 5: What is frame rate in animation?**
a) The speed of the internet connection.
b) The number of pixels in an image.
c) The number of frames displayed per second.
d) The duration of an animation.
**Solution: c) The number of frames displayed per second.**
**Question 6: Which CSS property is commonly used to create smooth transitions?**
a) `style`
b) `transform`
c) `motion`
d) `animate`
**Solution: b) `transform`**
**Question 7: How can you control the timing of animations in CSS?**
a) Using the `delay` property.
b) Using the `slow` keyword.

c) Using the `pause` attribute.
d) Using the `speed` property.
**Solution: a) Using the `delay` property.**
**Question 8: In JavaScript, which function is used to create animations over time?**
a) `animate()`
b) `move()`
c) `change()`
d) `setTimeout()`
**Solution: d) `setTimeout()`**
**Question 9: What does the acronym "FPS" stand for in animation?**
a) Frames Per Second
b) Flash Player Software
c) Full Page Screen
d) First Person Shooter
**Solution: a) Frames Per Second**
$\hbox{$^*$ Question 10: What is the purpose of the `requestAnimationFrame()` method in JavaScript animation?**}\\$
a) To create random animations.
b) To pause the animation.
c) To synchronize with the browser's repaint cycle.
d) To slow down the animation.
**Solution: c) To synchronize with the browser's repaint cycle.**