

# 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.\*\***

**\*\*Question 2: Which programming language is commonly used for web animations?\*\***

- a) Python
- b) Java
- c) C++
- d) JavaScript

**\*\*Solution: d) JavaScript\*\***

**\*\*Question 3: How is animation achieved in CSS?\*\***

- 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\*\***

**\*\*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.\*\***