

# OpenGL Practice Test Questions and Answers

## 1. What does OpenGL stand for?

- A) Open Graphics Library
- B) Open Gaming Language
- C) Object Graphics Library
- D) Online Graphics Language

## 2. What is the primary purpose of OpenGL?

- A) Web development
- B) 2D and 3D graphics rendering
- C) Database management
- D) Network programming

## 3. Which function is used to clear the color buffer in OpenGL?

- A) `glClearColor()`
- B) `glClear()`
- C) `glFlush()`
- D) `glBuffer()`

## 4. What is a shader in OpenGL?

- A) A type of texture
- B) A small program that runs on the GPU to process vertices or pixels
- C) A lighting effect
- D) A 3D model format

Answers: 1-A 2-B 3-B 4-B

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