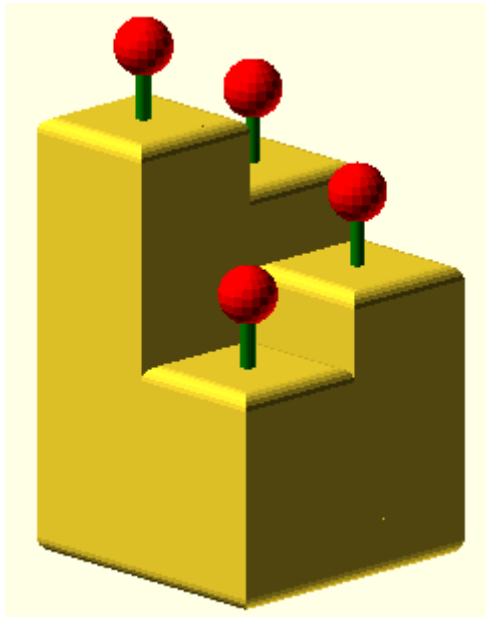
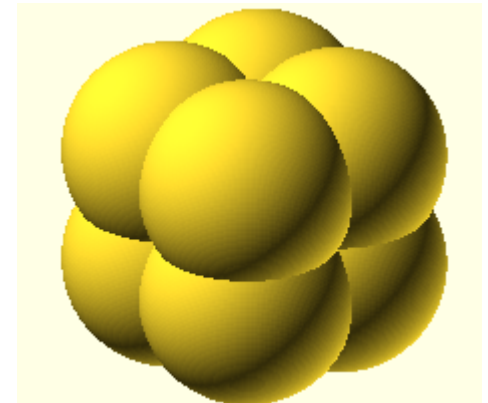
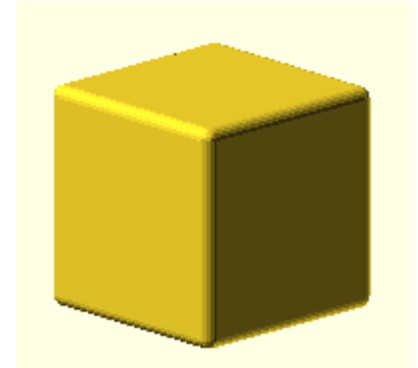


How2: Learn OS++ by example



Quiz Time

(Your answer please)



Q1) `lib_cuboid("MM0",[10,10,30]);` will render with the same fixed anchor point as

- A) A cube from `OS_standard`. **ie `cube([10,10,30]);`**
- B) A default cylinder from `OS_standard`. **ie `cylinder(h=30, d=10);`**
- C) `lib_cuboid("MM0",[5,5,30]);`
- D) `lib_cone_rGrid ("MM0",["Z",30,10]);` **A valid cylinder syntax from `OS++`**
- E) `lib_sphere_rGrid("MM0",[10]);` **A valid sphere syntax from `OS++`**
- F) All are correct except A

Q2) `translate([0,0,5]); sphere([5]);` renders exactly the same as `sphere([5]);` // Why does the translate have no effect?

A) The sphere will render 5 up in the Z axis

B) because you put a ; after the translate. It should be `translate([0,0,5]) sphere([5]);` // no ; after the translate

C) This has nothing to do with the OS++ library and is an OS_standard thing

D) A and C are true

E) B and C are true

Q3) You copy and paste `lib_cuboid("000",[[10,10,30],3,"-XLX0"]);`
but it does not render properly

A) Yes it does. The syntax is fine

B) No, because the “ need to be converted to " as the font conversion is wrong.

Try `lib_cuboid("000",[[10,10,30],3,"-XLX0"]);` // “ to "

C) No, because "-XLX0" should be "-X0XL". **ie The preference is X0
XL Y0 YL Z0 ZL**

D) Both B and C are true

E) Check the Quotes. But this syntax is fine with latest OS++ version.

Try `lib_cuboid("000",[[10,10,30],3,"-XL,X0,"]);`

Q4) If I want a translate or "navigate through a primary" from the the base of a cuboid to the top.

The cuboid render is `lib_cuboid("000",[10,20,30]);`

A) MM0 to MML `ie lib_cuboid_mv("MM0","MML",[10,20,30])`

B) 000 to 00L. `ie lib_cuboid_mv("000","00L",[10,20,30])`

C) MML to MM0 `ie lib_cuboid_mv("MML","MM0",[10,20,30])`

D) 00L to 000 `ie lib_cuboid_mv("00L","000",[10,20,30])`

E) A and B

F) C and D

Q5) Is "+X0,Y0,Z0" ie adding rounded faces to a pointy cuboid the same as "-XL,YL,ZL" ie removing rounded faces from a rounded cuboid?

A) Yes, That's logically the same

B) No.

C) This has not been discussed yet.

D) B and C Are correct

E) A and C are correct

Support files for this video can be found at osplusplus.org/2022video/

Q6) When naming a non rounded side, you forget the minus, and enter "X" is this the same as "-X0XL"?

```
le lib_cuboid("000",[[10,20,30],2],"X");
```

- A) There is no sign, so "X" is invalid
- B) Yes, if there isn't a sign the default is –
- C) No, But I am not going to tell you why.
- D) No, if there isn't a sign the default is +

Support files for this video can be found at osplusplus.org/2022video/

Q7) If I navigate from “000 to LLL” on $[[10,20,30],2]$ will the resulting translate be the same as a navigation of “000 to LLL” on $[[10,20,30],7]$. ie the rounded cuboid is now more roundy.

```
// is  
lib_cuboid_mv("000","LLL",[[10,20,30],2])  
// the same as  
lib_cuboid_mv("000","LLL",[[10,20,30],7])
```

A) Yes, these are the same. The rounded corners are irrelevant to the Grid.

B) No, the corners are more rounded so the length from corner1 (000) to corner8 (LLL) is different.

Support files for this video can be found at osplusplus.org/2022video/