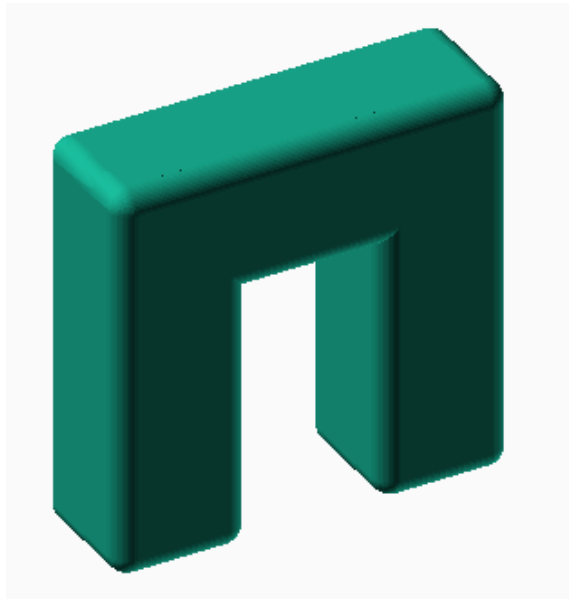


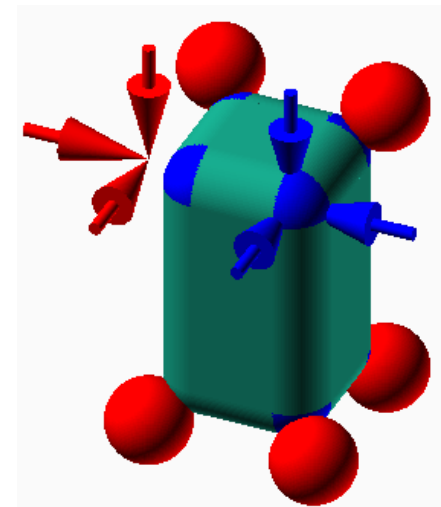
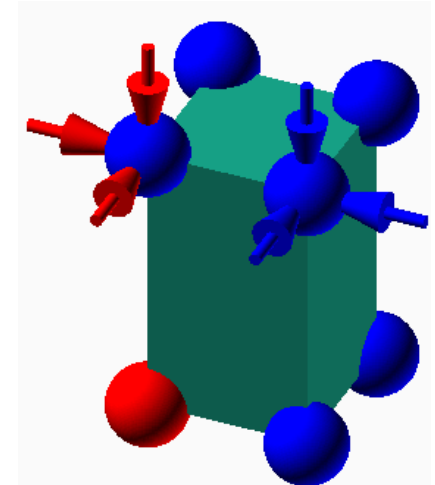
# How2: Learn OS++ by example

[osplusplus.org/2022video/index.html#0004](https://osplusplus.org/2022video/index.html#0004)



Quiz

(Your answer please)



Q1) Where is the location of the middle of the sphere below?

```
cube_standard=[1,2,3];  
translate([1,2,3]); // no ;  
translate([1,2,3]) // no ;  
translate(lib_cuboid_mv("000","LLL",cube_standard) )  
sphere([1]);
```

- A) [1, 2, 3]
- B) [2, 4, 6]
- C) [3, 6, 9]
- D) [4, 8, 12]
- E) [0, 0, 0]

Answer :

Q2) Where is the location of the cuboid's "000" corner?

```
cube_standard=[1,2,3];  
translate([1,2,3]); // no ;  
translate([1,2,3]) // no ;  
lib_cuboid("LLL",cube_standard);
```

- A) [1, 2, 3]
- B) [2, 4, 6]
- C) [3, 6, 9]
- D) [4, 8, 12]
- E) [0, 0, 0]

Answer :

Q3) Where is the location of the cuboid's "ppp" (all lowercase) corner?

```
cube_standard=[[10,20,30],2];  
translate([10,20,30])  
lib_cuboid("LLL",cube_standard);
```

- A) [1, 1, 1]
- B) [10, 20, 30]
- C) [2, 2, 2]
- D) [9, 19, 29]
- E) [8, 18, 28]

Answer :

Q4) Where is the location of the cuboid's "PPP" (all uppercase) corner?

```
cube_standard=[[10,20,30],2];  
translate([10,20,30])  
lib_cuboid("LLL",cube_standard);
```

- A) [1, 1, 1]
- B) [10, 20, 30]
- C) [2, 2, 2]
- D) [9, 19, 29]
- E) [8, 18, 28]

Answer :

Q5) Where is the location of the cuboid's "555" point?

```
cube_standard=[[10,20,30],2];  
lib_cuboid("FFF",cube_standard);
```

- A) "MMM" from the cuboids view
- B) [10,20,30] from the Grids view
- C) [0,0,0] from the Grids view
- D) [8,18,28 from the Grids view]
- E) A and C

Answer :

Q6) What does this cuboid look like?

```
cube_standard=[[10,20,30],2,"XYZ"];  
lib_cuboid("FFF",cube_standard);
```

- A) A standard [10,20,30] pointy cuboid
- B) A standard [10,20,30] rounded cuboid 2
- C) An invalid cuboid

Answer :

Q7) What does this cuboid look like?

```
cube_standard=[[10,20,30],2,"+XYZ"];  
lib_cuboid("FFF",cube_standard);
```

- A) A standard [10,20,30] pointy cuboid
- B) A standard [10,20,30] rounded cuboid 2
- C) An invalid cuboid

Answer :

Q8) Where is face  $X=0$  on this Cube?

`cuboid_standard=[10,10,10];`

- A) The face is parallel to the Y axis
- B) The face is parallel to the X axis
- C) The face is parallel to  $X=0$
- D) The face is parallel to  $Y=0$
- E) A and C
- F) B and E

Answer :

Q9) `cube_standard=[[10,10,10],2,"X"];`

By default, X means -X. This is wrong.

By convention an item should be a positive, not negative.

If I say 3 I don't think -3.

A) Technically you are right, the best sort of right.

B) The code "is" the standard. So - is default, by code. Everything else is hearsay.

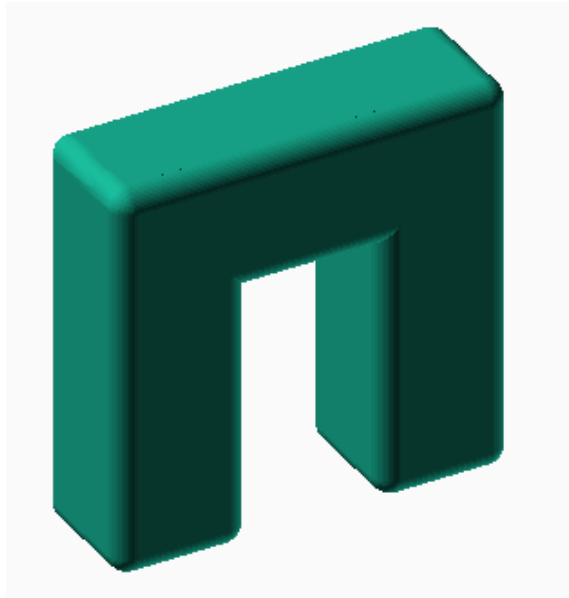
C) You are supposed to specify a "+" or "-". So, in the same way "-X0" works, so does "X0". Don't do it.

D) It's backwardly compatible. So it can't be changed without killing my old projects.

E) All of the above.

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## Credits

Stephen George  
Iain MacKenzie

