ANSWERS TO QUIZZES

CHECK YOUR ANSWERS AND SEE HOW MUCH YOU KNOW ABOUT UNITY…☺

Quiz 1

1. The following code will declare an array of integers. **TRUE**

```
int [] i = new int [];
```

2. The following code will declare and initialize an array of string variables: **TRUE**

```
string  []  wordsToGuess  =  new  string  []  {"car",
"elephant","autocar" };
```

3. The following code will check whether the player has pressed the key called A. **FALSE (**should use KeyCode.A**)**

```
if (Input.GetKeyDown(A))
```

4. The following code will display the number of characters in the string **Hello**. **TRUE**

```
string s = "Hello";
print(s.Length);
```

5. A **char** variable can be used to store a name with more than two letters. **FALSE**

6. A **string** variable can be used to store a name with more than two letters. **TRUE**

7. The following code will generate a random number between 0 and 100. **FALSE** (should use Random.Range)

```
float randomNumber = Random.Number (0, 100);
```

8. The first element of an array starts at the index 1. **FALSE (first index is 0)**

9. The first element of an array starts at the index 0. **TRUE**

10. The following code will store the score in the player preferences: **TRUE**

```
PlayerPrefs.SetInt ("score",score);
```

Quiz 2

1. When using switch case statements, it is a good practice to add a **break** statements for each case. **TRUE**

2. The following code will create a constant variable. **TRUE**

```
private const int STATE_PLAY_SEQUENCE = 1;
```

3. The following code will hide an object. **TRUE**

```
GameObject.FindWithTag
("myObject").GetComponent<Image>().enabled = false;
```

4. The following code will play a note, even if the object linked to this script does not have any **Audio Source** component. **FALSE**

```
GetComponent<AudioSource>().pitch = 2;
GetComponent<AudioSource>().Play();.
```

5. The following code will add one to the variable time every seconds. **FALSE (should use deltaTime instead)**

```
float time + = Time.time;
```

6. The following code will create a new array of integers. **TRUE**

```
int [] sequenceOfColor = new int[] { 1; 2; 3; 4 ;2};
```

7. The following function will be accessible from anywhere in the game. **FALSE (it should be public)**

```
void test(){}
```

8. The following variable will be accessible from the **Inspector**. **FALSE (it should be public)**

```
int myVariable
```

9. Using the **Inspector**, it is possible to apply changes simultaneously to all objects selected, provided that they share the same attribute that you want to modify. **TRUE**

10. If you are using buttons in your game, the following code, if linked to a button, will return its name, when the button is pressed. **TRUE**

```
EventSystem.current.currentSelectedGameObject.name
```

Quiz 3

1. To select all the assets in a given folder, you can just press CTRL + A. **TRUE**

2. To be able to detect clicks on a sprite, this sprite needs to have a collider. **TRUE**

3. The function **OnClick** is called automatically when the player clicks on an object if this function is added to a script linked to this object. **FALSE (The event has to be created too)**

4. To create an empty object, you can select: **GameObject | Create | Empty Object**. **TRUE**

5. If a sprite with a width of 200 pixels is imported in Unity, and the **Import Settings** are **100 pixels per unit**, then this sprite will be 2 units-wide in the game. **TRUE**

6. In Unity, it is possible to use tags that have been created in other scenes in the same project. **TRUE**

7. The following code will save a sprite that is stored in the folder called **Resources**. **TRUE**

```
Sprite s1 = (Sprite) (Resources.Load<Sprite>("mySprite"));
```

8. The following code will create an array of 10 integers. **TRUE**

```
int [] newArray = new int [] {0,1,2,3,4,5,6,7,8,9};
```

9. If a function is declared as **public**, it cannot be accessible from outside the class. **FALSE**

10. For an **Audio Source** component, the attribute **Play on Awake** is set to true by default in Unity. **TRUE**

Quiz 4

1. To select all the assets in a given folder, you can just press **CTRL + A**. <u>**TRUE**</u>

2. To be able to detect that a sprite was dragged, this sprite needs to have a collider component. <u>**TRUE**</u>

3. The component **Event Trigger** can be used to detect events such as drag or drop. <u>**TRUE**</u>

4. To create an empty object, you can select: **GameObject | Create | Empty Object**. <u>**TRUE**</u>

5. In Unity, it is possible to use tags that have been created in other scenes (but in the same project). <u>**TRUE**</u>

6. The sprite editor can be used to slice images. <u>**TRUE**</u>

7. Images can be sliced based on a grid (column and rows). <u>**TRUE**</u>

8. When an image is sliced, all the sub-images created are automatically added to the folder **Resources**. <u>**FALSE**</u>

9. The following code will save all sprites stored in the folder called **lion** to the array called **allSprites**. <u>**TRUE**</u>

```
Sprite[] allSprites = Resources.LoadAll<Sprite> ("lion");
```

10. The following code will create an array of 10 integers. <u>**TRUE**</u>

```
int [] newArray = new int [] {0,1,2,3,4,5,6,7,8,9};
```