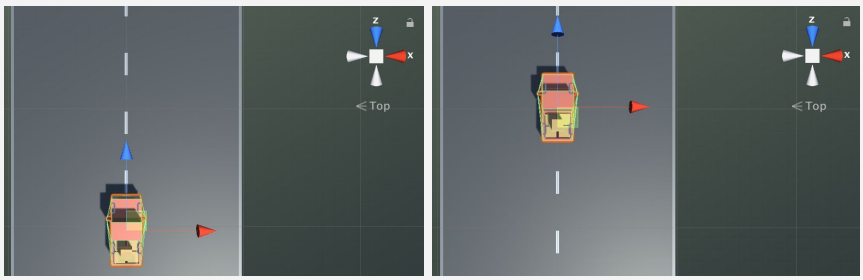
unity

Quiz Unit 1

QUESTION	CHOICES
1 Which Unity window contains a list of all the game objects currently in your scene?	a. Scene view b. Project window c. Hierarchy d. Inspector
2 True or False: Visual Studio is not a part of Unity. You could use a different code editor to edit your C# scripts if you wanted to.	a. True b. False
3 What best describes the difference between the below images, where the car is in the second image is further along the road? 	a. The second car's X location value is higher than the first car's b. The second car's Y location value is higher than the first car's c. The second car's Z location value is higher than the first car's d. The second car's Transform value is higher than the first car's.
4 In what order do you put the words when you are declaring a new variable? `public float speed = 20.0f;`	a. [data type] [access modifier] [variable value] [variable name] b. [access modifier] [data type] [variable name] [variable value] c. [data type] [access modifier] [variable name] [variable value] d. [variable name] [data type]

[access modifier] [variable value]

5 Which of the following variables would be visible in the Inspector?

```
public float speed;
float turnSpeed = 45.0f;
private float horizontalInput;
private float forwardInput;
```

a. speed
b. turnSpeed
c. speed & turnSpeed
d. horizontalInput & forwardInput

6 What is a possible value for the horizontalInput variable?

```
horizontalInput = Input.GetAxis("Horizontal");
```

a. -10
b. 0.52
c. “Right”
d. Vector3.Up

7 What is true about the following two lines of code?

```
transform.Translate(Vector3.forward);
transform.Translate(1, 0, 0);
```

a. They will both move an object at the same speed
b. They will both move an object in the same direction
c. They will both move an object along the same axis
d. They will both rotate an object, but along different axes

8 Which of the following lines of code is using standard Unity naming conventions?`

```
/* a */ Public Float Speed = 40.0f;
/* b */ public float Speed = 40.0f;
/* c */ public float speed = 40.0f;
/* d */ public float speed = 40.0f;
```

a. Line A
b. Line B
c. Line C
d. Line D

9 Which comment would best describe the code below?

```
horizontalInput = Input.GetAxis("Horizontal");
transform.Rotate(Vector3.up, horizontalInput);
```

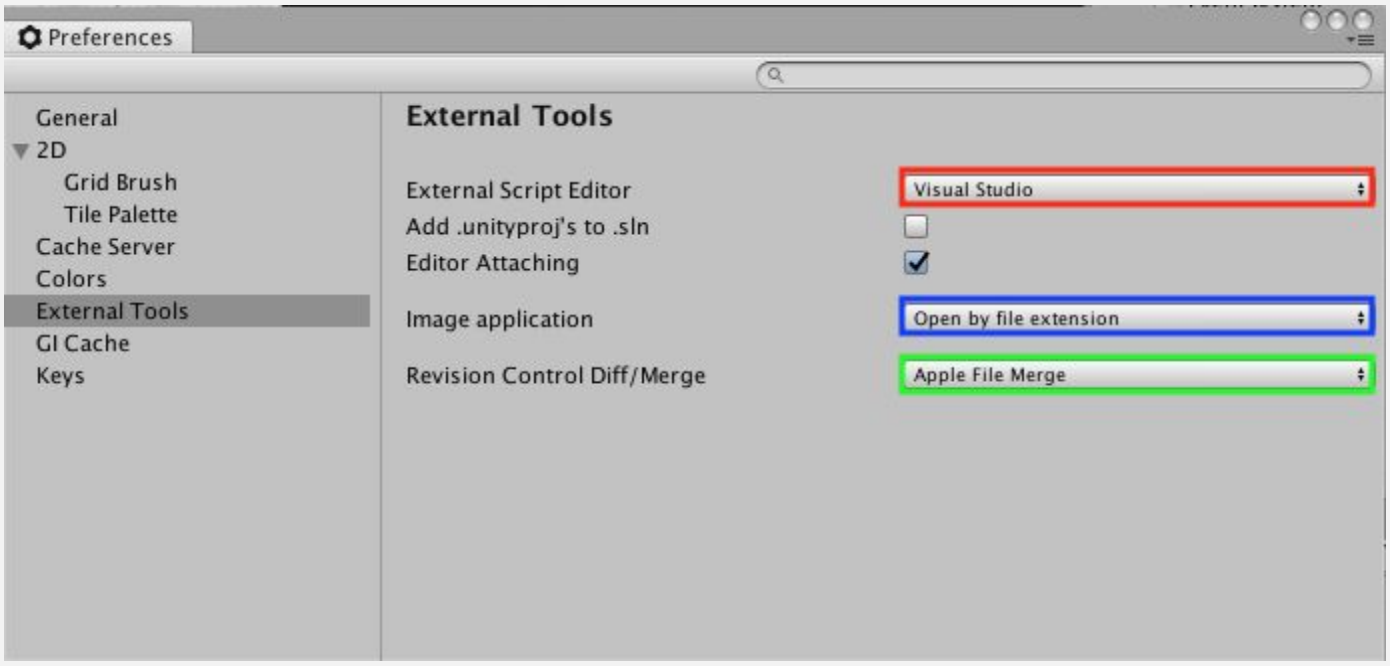
a. // Rotates around the Y axis based on left/right arrow keys
b. // Rotates around the Z axis based on up/down arrow keys
c. // Rotates in an upward direction based on left/right

arrow keys

d. // Moves object up/down based on the the left/right arrow keys

10 The image below shows the preferences window that allows you to change which script editing tool (or IDE) you want to use. Where would you click to choose an alternative code editing tool?

a. The red box
b. The blue box
c. The green box



Quiz Answer Key

#	ANSWER	EXPLANATION
1	C	The Hierarchy window contains a list of every GameObject in the current Scene. As objects are added and removed in the Scene, they will appear and disappear from the Hierarchy as well.
2	B	True. Visual Studio is just one of many editors you could use to edit your code, including editors like Atom, Sublime, or even a basic Text Editor.
3	C	You can tell which axis the car has moved along using the XYZ directional gizmo in the top-right, which shows the blue axis pointing forwards down the road.
4	B	Variables are always declared in the order: [access modifier] - public, private, etc [data type] - float, int, GameObject, etc [variable name] - speed, turnSpeed, player, offset, etc [variable value] - 1.0f, 2, new Vector3(0, 1, 0), etc
5	A	“public float speed” would be visible because it has the “public” modifier applied to it
6	B	Input.GetAxis returns a float value between -1 and 1, which means 0.52 is a possible value
7	A	Vector3.forward is the equivalent of (0, 0, 1), which has the same magnitude as (1, 0, 0), even though they’re in different directions, so they would both move an object at the same speed, but along different axes
8	D	“public float speed = 40.0f;” uses the correct naming conventions because all three of these terms should start with lowercase letters
9	A	Vector3.up is the Y axis and it’s using the Horizontal input value, so it would rotate around the Y axis when the user presses the left/right arrows
10	A	You would click on the Red box to change the “External Script Editor” from Visual Studio to another tool.