**Practice Test 2**

**Question 1: What does the Boolean variable holds?**

• Ture/False switch

• False/True/Middle/Left/Right switch

• Forward/Backward functionality

• 0 to 10 Numbers

Answer: A. True.

Explanation: Boolean is a True or False variable.

**Question 2: When a variable is Private can you access it in other blueprints?**

• Yes

• No

Answer: B. No.

Explanation: Private variables are only accessed in the current blueprint!

**Question 3: What is the meaning of this symbol " != "?**

• Lower

• Equal

• Greater or Equal

• Not Equal

Answer: D. Not equal.

Explanation: != means not Equal in programming language!

**Question 4: What are the XYZ directions called in Rotator?**

• It is XYZ

• Roll, Pitch, Yaw

• Roll, Yaw, Maw

• Roll, Pitch, Baw

Answer: B. Roll, Pitch, Yaw.

Explanation: The Rotator is using Roll(X), Pitch(Y), Yaw(Z)

**Question 5: Is variable "String" good for localization of your game?**

• Yes

• Use Integer instead

• Better to use Name

• No

Answer: A. Yes.

Explanation: Strings are perfect for dynamic localization when your game needs to include more languages.

**Question 6: What is the way to arrange variables under one tab in the Inspector?**

• Make them private

• Put them under one layer

• Put them under one category

• Name them with the same prefix

Answer: C. Put them under one category.

Explanation: You need to use category option in the event graph details panel for the variables.

**Question 7: Which variable has True/False options?**

• Float

• Text

• Integer

• Boolean

Answer: D. Boolean.

Explanation: Boolean variable has True/False options.

**Question 8: Which one of the following numbers is integer?**

• 2

• Mike

• 1.1

• 2.002

Answer: A. 2.

Explanation: Integer holds complete numbers without a decimal point.

**Question 9: What does the Spawn Actor component needs in order to spawn at location that you want?**

• Scale Variable

• Text Variable

• Rotation Variable

• Transform Variable

Answer: D. Transform Variable.

Explanation: To spawn actor at a position that you want, you need to crate and connect a Transform variable. Transform variable holds - Transform, Rotation and Scale parameters on XYZ axis.

**Question 10: Which of the following is float number?**

• Pete

• Float

• 0.001

• 1

Answer: C. 0.001.

Explanation: Float numbers are numbers that has a decimal point. Example: 1.04

**Question 11: What are the values of the Vector variable.**

• X/Y/P

• X/Z/A

• X/Y/Z

• X/Y/C

Answer: C. X/Y/Z.

Explanation: Vector variable is holding X,Y,Z.

**Question 12: What is the name of the block that can divide float variables?**

• Operator Divider

• Float Divide

• Add Divide

• Safe Divide

Answer. D. Safe Divide.

Explanation: It is called Safe Divide!

**Question 13: What is the Set Variable block for?**

• To ignore the variable in the code

• To set the time of the variable

• To set the value of the variable

• To set the size of the variable

Answer: C. To set the value of the variable.

Explanation: Set block will set your variable with new string, float, integer or so on.

**Question 14: What is the name of the function that will connect two Strings in one?**

• Merge

• Bind

• Connect

• Append

Answer: D. Append.

Explanation: Append function will connect two strings together.