**Practice test 1**

**Question 1: What is the color of "Float variable"?**

• Green

• Blue

• Pink

• Red

Answer: A. Green

Explanation: Float variable color is Green.

**Question 2: When does "Event Begin Play" executes?**

• When objects overlap another one.

• Every 5 seconds.

• When the game begins.

• On every frame.

Answer: C. When the game begins.

Explanation: Event Begin Play is a block that executes on game begin.

**Question 3: Why should we organize the connections between our blocks?**

• To have clean vision of the connections for you, your colleges and overall visual fidelity and blueprints readability.

• To remember the connections.

• We don't need to organize the blocks. It is useless.

• Because otherwise the game will not work.

Answer: A. To have clean vision of the connections for you, your colleges and overall visual fidelity and blueprints readability.

Explanation: This is one of the most important thing in Unreal Engine 5 - to organize your connections and have a clean project.

**Question 4: What is the hotkey to add a new comment?**

• A

• Alt

• Ctrl+P

• C

Answer: D. "C".

Explanation: You need to select the blocks you want to comment and hit "C" on your keyboard.

**Question 5: What color are the Events in Unreal Engine 5?**

• Black

• Red

• Green

• Purple

Answer: B. Red.

Explanation: Events in Unreal Engine 5 are represented by the red color and white arrow.

**Question 6: What is the default color of the comment block?**

• Purple

• Green

• Red

• Gray

Answer: D. Gray.

Explanation: The default comment box is in gray. You can change the color by using the color wheel to a color of your taste.

**Question 7: What is the function of "Print String"**

• Print text on your canvas.

• Gives you information about the game.

• It adds more visual fidelity to your graphics.

• Makes the game more optimized.

Answer: A. Print text on your canvas.

Explanation: Print string is a block that print text on your canvas. You can connect different variables to the text field in your Print String block.

**Question 8: What are Blueprints?**

• Visual representation of C# via blocks.

• Visual representation of Java Script via blocks.

• Visual representation of Python via blocks.

• Visual representation of C++ via blocks.

Answer: D. Visual representation of C++ via blocks.

Explanation: Unreal Engine 5 coding language is C++ and blueprints are the visual representation of C++.

**Question 9: What does Event Graphs do in Unreal Engine 5?**

• You create and execute the game logic in the Event Graphs through Blueprints.

• Event Graphs are for modeling 3D characters.

• Event Graphs are for music and sound effects.

• Changes the color of the sky.

Answer: A. You create and execute the game logic in the Event Graphs through Blueprints.

Explanation: Event Graphs are tab in Unreal Engine that holds all the blueprints logic.

**Question 10: How often is "Event Tick" called in a game?**

• Event Tick is not connected to FPS. It is called 100 times per 1 second.

• Event Tick is connected to FPS. On each Frame Event Tick will be called. If the game is running on 60 FPS, we will call it 60 times for 1 second.

• Event Tick is called each second 1 time only.

• Event Tick is called 30 times per second.

Answer: B. Event Tick is connected to FPS. On each Frame Event Tick will be called. If the game is running on 60 FPS, we will call it 60 times for 1 second.

Explanation: Event Tick is connected to the FPS and it's called 60 times if your FPS is set to 60 FPS. If your FPS is 30 FPS, Event Tick will be called 30 times per second.