**Enumerators Chapter Practical Quiz**

**Question 1: Are directions forward, backward, left and right good example for enumerator?**

• Yes

• No

Answer: A.

**Question 2: How many predefine states have the EButton Click Enumerator?**

• 2

• 3

• 6

• 4

Answer: D.

**Question 3: Choose the right (good practice) of naming custom Enumerators.**

• CharacterController

• ECharacterController

• MyCharacterController

• E\_N\_U\_M\_Character\_Controller

Answer: B.

**Question 4:In order to convert Eum to bool and compare the values what block do you need to use?**

• Equal Float

• Equal Bool

• Equal (Enum)

• Equal Int

Answer: C.

**Question 5: What is the purpose of Switch Enumerator?**

• To switch between different integers.

• To switch between Enumerator variables/status.

• To switch between different floats.

• To turn off the switch on the game

Answer: B.