**Flow Control Chapter Practical Quiz**

**Question 1: What is the function of "Branch" block?**

• To branch your logic via True/False boolean.

• To branch your logic Left/Right.

• To branch your logic via Integer from 0 to 10.

• To create 3D branch trees in Unreal Engine 5.

Answer: A.

**Question 2: How many pins can a Sequencer have?**

• 1

• 4

• 9

• As many as you need

Answer: D.

**Question 3: If we have First Index: 0 and Last Index: 5 in "For Loop" block from Flow Control.**

**What is the size of the looping cycle?**

• 5

• 6

• 0

• 3

Answer: B.

**Question 4: If you "While Loop" block has no logic to switch condition to True/False what will happen?**

• The flow control will complete the looping.

• The block will be ignored.

• It will loop infinite and the game will stuck and crash.

• It will not compile.

Answer: C.

**Question 5: What is the "N" stand for in "Do N" Blck?**

• Number of variables to connect

• Number of variables

• Number of executions

• Total number of blocks that can connect to Do N

Answer: C.

**Question 6: How many times Do Once can be executed without reseting?**

• 2

• 1

• 0

• 3

Answer: B.

**Question 7: What is the primary idea of "Flip Flop" block?**

• To execute 2 states at the same time.

• To add 2 states in our logic.

• To switch between 2 states A & B.

• To turn off game logic states.

Answer: C.

**Question 8: What does the "Toggle" input is for in a Gate block?**

• Changing the Gate to Multi Gate

• Opening and Closing the Gate

• Destroying the Gate

• Putting the Gate on hold

Answer: B.

**Question 9: If "Start Index = - 1" in a Multi Gate what will happen?**

• Multi Gate will start from index 0

• Multi Gate will start from index 1

• Multi Gate will start from index -1

• It turns off the start index

Answer: D.