**Functions, Events and Macros Chapter Practical Quiz**

**Question 1: Are Macros visible in C++**

• Yes

• No

Answer: B.

**Question 2: When you Collapse logic of blocks what new stuff appears in the collapsed node?**

• Input/Output

• Input

• Output

• Connection to Event Begin Play

Answer: A.

**Question 3: What is "Event Begin Overlap" function?**

• When you overlap another object it will stop executing this Event.

• When you overlap another object it will execute this Event.

• When you overlap another object it will execute this event on every frame.

• When you stop overlapping another object it will execute this Event.

Answer: B.

**Question 4: What is a Custom Event?**

• Event created by Unreal Engine 5

• Event that customize your game

• Event that customize your character

• Custom Event that we are creating and giving it a name.

Answer: D.

**Question 5: How many Custom Event Inputs can you have in total?**

• 5

• 6

• 3

• As many as you like

Answer: D.

**Question 6: How many new events can you create in Functions Graph?**

• 1

• As many as you like

• 5

• 0

Answer: D.

**Question 7: What is the purpose of Functions?**

• To be flexible and used multiple times across the event graph .

• Only to make math operations and used once.

• Only to create events.

• Functions are not used in Unreal Engine 5.

Answer: A.

**Question 8: What are the Marcos most used for?**

• To create arrays

• String append

• Math operations

• To pause the game

Answer: C.

**Question 9: Can you create exec Input and Output on Macros?**

• Yes

• No

Answer: A.

**Question 10: How many Macros can a Macro library hold?**

• 100

• 10

• As many as you need

• It does not contain Macros in the Library

Answer: C.