Quiz: Functions, If Statements, Vectors

Question 1:

What is the purpose of conditionals in GDScript?

a) To control the flow of a game

b) To create variables

c) To import libraries

d) To define functions

Question 2:

Which of the following is a type of conditional statement in GDScript?

a) for

b) while

c) if

d) switch

Question 3:

What is the syntax for an if statement in GDScript?

a) if (condition) { code }

b) if [condition] then { code }

c) if condition: code

d) if { condition: code }

Question 4:

What is the purpose of functions in GDScript?

a) To store data

b) To create variables

c) To define reusable blocks of code

d) To import libraries

Question 5:

What is the syntax for defining a function in GDScript?

a) function myFunction() { code }

b) def myFunction(): code

c) myFunction(): code

d) func myFunction(): code