unity

Quiz **Unit 1**

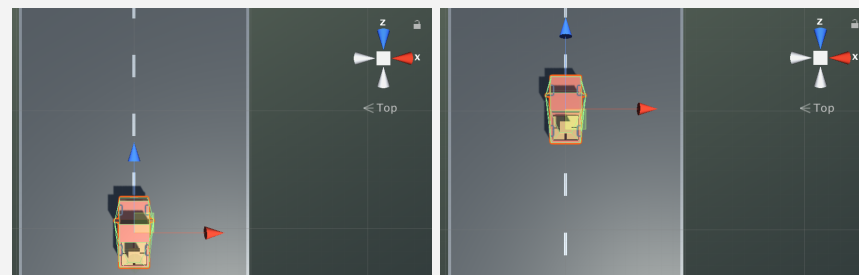| QUESTION	CHOICES
1 Which Unity window contains a list of all the game objects currently in your scene?	a. Scene view b. Project window c. Hierarchy d. Inspector
2 True or False: Visual Studio is not a part of Unity. You could use a different code editor to edit your C# scripts if you wanted to.	a. True b. False
3 What best describes the difference between the below images, where the car is in the second image is further along the road? 	a. The second car's X location value is higher than the first car's b. The second car's Y location value is higher than the first car's c. The second car's Z location value is higher than the first car's d. The second car's Transform value is higher than the first car's.
4 In what order do you put the words when you are declaring a new variable? `public float speed = 20.0f;`	a. [data type] [access modifier] [variable value] [variable name] b. [access modifier] [data type] [variable name] [variable value] c. [data type] [access modifier] [variable name] [variable value] d. [variable name] [data type]

[access modifier] [variable value]

5 Which of the following variables would be visible in the Inspector?

```
public float speed;
float turnSpeed = 45.0f;
private float horizontalInput;
private float forwardInput;
```

a. speed
b. turnSpeed
c. speed & turnSpeed
d. horizontalInput & forwardInput

6 What is a possible value for the horizontalInput variable?

```
horizontalInput = Input.GetAxis("Horizontal");
```

a. -10
b. 0.52
c. "Right"
d. Vector3.Up

7 What is true about the following two lines of code?

```
transform.Translate(Vector3.forward);
transform.Translate(1, 0, 0);
```

a. They will both move an object the same distance
b. They will both move an object in the same direction
c. They will both move an object along the same axis
d. They will both rotate an object, but along different axes

8 Which of the following lines of code is using standard Unity naming conventions?

```
/* a */ Public Float Speed = 40.0f;
/* b */ public float Speed = 40.0f;
/* c */ public Float Speed = 40.0f;
/* d */ public float speed = 40.0f;
```

a. Line A
b. Line B
c. Line C
d. Line D

9 Which comment would best describe the code below?

```
horizontalInput = Input.GetAxis("Horizontal");
transform.Rotate(Vector3.up, horizontalInput);
```

a. // Rotates around the Y axis based on left/right arrow keys
b. // Rotates around the Z axis based on up/down arrow keys
c. // Rotates in an upward direction based on left/right

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arrow keys

d. // Moves object up/down based on the the left/right arrow keys

10 The image below shows the preferences window that allows you to change which script editing tool (or IDE) you want to use. Where would you click to choose an alternative code editing tool?

a. The red box (External Script Editor)
b. The blue box (Image application)
c. The green box (Revision control Diff/Merge)

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