

1. All of the following principles were discussing as programming best practices EXCEPT: 1 / 1 po

- ☐ Easy-to-read code
- ☐ Fault-tolerant code
- ☒ Code obfuscation
- ☐ Designer-friendly code

✓ Correct  
Correct! We did not discuss code obfuscation. Obfuscation is the deliberate act of creating code that is difficult for humans to understand. This is the opposite of what we were discussing. The reason to obfuscate code is prevent tampering or deter reverse engineering, but this is not normal in game programming.

2. Classes should be named as verbs? 1 / 1 po

- ☐ True
- ☒ False

✓ Correct  
Correct! Classes should be named as nouns while functions should be named as verbs.

3. What type of class member variable shows up in the Unity Editor inspector, by default? 1 / 1 po

- ☐ Private variables
- ☐ Static variables
- ☒ Public variables
- ☐ Protected variables

✓ Correct  
Yes! That is correct.

4. Game performance is often measured in: 1 / 1 po

- ☐ Hertz
- ☐ Bytes per second
- ☐ Miles per hour
- ☒ Frames per second

✓ Correct  
Correct! FPS is often used as a game performance metric.

5. Rewriting code without changing its external behavior is called: 1 / 1 po

- ☐ Mind melding
- ☐ Paired Programming
- ☒ Refactoring
- ☐ Debugging

✓ Correct  
Correct! In computer programming and software design, code refactoring is the process of restructuring existing computer code without changing its external behavior.

6. All of the following are ways to comment your code EXCEPT:

1 / 1 po

- ☐ Use logical names for classes, functions, and variables.
- ☒ Write all your code in one long script so you can easily find it.
- ☐ Add comments to explain things that are not obvious.
- ☐ Break large functions into multiple smaller functions.



Correct

This is the correct answer. You definitely do not want to do this. Instead break up your scripts into smaller, logical, more manageable chunks.

7. XML comments are read in by Visual Studio and help populate the Intellisense tooltips.

1 / 1 po

- ☒ True
- ☐ False



Correct

That is correct! You can use them to document your functions, parameters, and more.

8. There is one perfect coding style that you should follow, as outlined by the instructor.

1 / 1 po

- ☐ True
- ☒ False



Correct

That is correct. Coding style is a personal choice. But developing a style and being consistent is important, especially when working on a team.