unity quizes (cheet sheets if fail)

- questions i got wrong on all of my unity quizzes

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Question 5

If you want to move the character up continuously as the player presses the up arrow, what code would be best in the two blanks below:
YU9n3P1AMqkoILsp-embedded-image-2gvimi2o.png

GetKey(KeyCode.UpArrow)
GetKeyDown(UpArrow)
GetKeyUp(KeyCode.Up)
GetKeyHeld(Vector3.Up)
Incorrect
“Input.GetKey” tests for the user holding down a key (as opposed to KeyKeyDown, which test for a single press down of a Key).

Question 10

You’re trying to create some logic that will tell the user to speed up if they’re going too slow or to slow down if they’re going too fast. How should you arrange the lines of code below to accomplish that?

SCVquXu4s2ZnCv4Z-embedded-image-xfqhsaon.png

4, 6, 1, 2, 5, 9, 7, 8, 3
void Update() { if (speed < 10) {Debug.Log(speedUp); } else if (speed > 60) {
Debug.Log(slowDown); } } private float speed; private string slowDown = "Slow down!"; private
string speedUp = "Speed up!";
6, 1, 2, 5, 7, 8, 3, 4, 9
if (speed < 10) { Debug.Log(speedUp); } else if (speed > 60) { Debug.Log(slowDown); } private
speed; private string slowDown = "Slow down!"; private string speedUp = "Speed up!"; void Up
{ }
7, 8, 3, 4, 6, 5, 2, 1, 9
private float speed; private string slowDown = "Slow down!"; private string speedUp = "Speed
void Update() { if (speed < 10) { Debug.Log(slowDown); } else if (speed > 60) {
Debug.Log(speedUp); } }
7, 8, 3, 4, 6, 1, 2, 5, 9
private float speed; private string slowDown = "Slow down!"; private string speedUp = "Speed
void Update() { if (speed < 10) { Debug.Log(speedUp); } else if (speed > 60) {
Debug.Log(slowDown); } }
Incorrect
All variables should be declared first, then the void method, then the if-condition telling them to speed up, then the else condition telling them to slow down.

Question 6

Using the information shown in the autocomplete pop-up window below, which of the following would be a valid call of the Instantiate method?



Select image to expand

Instantiate(objectPrefab.transform, spawner, true);

Instantiate(objectPrefab, spawner, false);

Instantiate(objectPrefab, spawner.transform, true);

Instantiate(objectPrefab, spawner, bool);

Incorrect

You can see from the tooltip that the Instantiate method can receive 3 parameters with types in the following order: Object, Transform, bool. That means that the first parameter can be an object (objectPrefab) the second can be a transform of an object (spawner.transform) and the third must be a bool value (e.g. true or false).