

# Unity Practice Test Questions and Answers

**1. Which component is required for a GameObject to be visible in Unity?**

- A) Collider component
- B) Rigidbody component
- C) Renderer component
- D) AudioSource component

**2. What scripting language is primarily used for Unity development?**

- A) JavaScript
- B) Python
- C) C#
- D) Java

**3. Which method is called once per frame in a Unity MonoBehaviour script?**

- A) Start()
- B) Awake()
- C) Update()
- D) FixedUpdate()

**4. What is a Prefab in Unity?**

- A) A type of script
- B) A reusable GameObject template
- C) A rendering technique
- D) A physics simulation

Answers: 1-C 2-C 3-C 4-B

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