



**UNIVERSITI KUALA LUMPUR
MALAYSIAN INSTITUTE OF INFORMATION TECHNOLOGY**

**FINAL EXAMINATION
OCTOBER 2025 SEMESTER**

COURSE CODE : IVB10804
COURSE NAME : PROGRAMMING 2
PROGRAMME NAME : BACHELOR OF GAME DEVELOPMENT
(FOR MPU: PROGRAMME LEVEL) : TECHNOLOGY WITH HONOURS
DATE : 26 JANUARY 2026
TIME : 2:00PM – 4:00PM
DURATION : 2 HOURS

INSTRUCTIONS TO CANDIDATES

1. Please **CAREFULLY** read the instructions given in the question paper.
2. This question paper has information printed on both sides of the paper.
3. This question paper consists of **ONE (1) section; Section A ONLY**
4. Answer **4 questions ONLY** in Section A.
5. Please write your answers on the answer booklet provided.
6. Answer all questions in English language **ONLY**.

THERE ARE 5 PAGES OF QUESTIONS, EXCLUDING THIS PAGE.

SECTION A (Total: 100 marks)**INSTRUCTION: Answer only 4 questions.****Please use the answer booklet provided.****Question 1 (25 marks)**

Explain the if-else statement in Unity C#. Provide a code example that checks a player's score and awards a bonus if the score exceeds a threshold. Discuss why proper condition checks are important.

- a. Explanation of if-else concept and syntax (10 marks)
- b. Correct code example: checking score and awarding bonus (5 marks)
- c. Discussion of condition evaluation and flow control (5 marks)
- d. Explanation of importance of correct conditions in game logic (5 marks)

Question 2 (25 marks)

Explain the basic primitive data types in C# (int, float, bool, string). For each type, provide a code example of how it can be declared and used in a Unity script, and discuss why choosing the correct data type is important.

- a. Definition and role of each primitive type (10 marks)
- b. Correct code examples for each type (5 marks)
- c. Explanation of memory use and precision considerations (5 marks)
- d. Discussion on importance of type correctness in game logic (5 marks)

Question 3 (25 marks)

Explain the role of the AudioSource and AudioClip components in Unity. Provide a code example showing how to play a sound effect when the player collects an item. Discuss why audio components are essential for game feedback.

- a. Explanation of AudioSource and AudioClip and how they interact (10 marks)
- b. Correct code example to play SFX on item collection (5 marks)
- c. Discussion on audio feedback importance and player experience (5 marks)
- d. Explanation of component configuration in Inspector (5 marks)

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Question 4 (25 marks)

Explain what a function (method) is in C#. Provide a code example that calculates the distance between two Vector3 points and returns the result. Discuss why functions are important for code reuse and organization.

- a. Definition of function/method and its purpose (10 marks)
- b. Correct code example using Vector3.Distance or manual calculation (5 marks)
- c. Explanation of parameters and return value (5 marks)
- d. Discussion on code reuse, modularity, and organization (5 marks)

Question 5 (25 marks)

Explain how to use `Input.GetAxis("Horizontal")` and `Input.GetAxis("Vertical")` to move a player character in Unity C#. Provide a code example that uses these axes to translate a character, and discuss why smoothing input with `GetAxis` is beneficial over direct key detection.

- a. Explanation of `Input.GetAxis` concept and axis configuration (10 marks)
- b. Correct code example using `GetAxis` for movement (5 marks)
- c. Explanation of smoothing and sensitivity settings (5 marks)
- d. Discussion on advantages over direct key input (5 marks)

END OF EXAMINATION PAPER