Quiz 7: Closures

Due Nov 3 at 1:35pm **Points** 5 **Questions** 2

Available Nov 3 at 1:30pm - Nov 3 at 1:35pm 5 minutes Time Limit 5 Minutes

Instructions

This is a quiz that will evaluate how well you understood closures. It has two questions that you need to answer in five minutes. You have one attempt at this quiz.

This quiz was locked Nov 3 at 1:35pm.

Attempt History

A	Attempt	Time	Score
LATEST A	ttempt 1	2 minutes	5 out of 5

Score for this quiz: **5** out of 5 Submitted Nov 3 at 1:33pm This attempt took 2 minutes.

Question 1 3 / 3 pts

Which among the following code snippets show the use of closures? Select all that apply.

Correct!

```
func getEncoder(_ encoder: String) -> (String) -> String {
      if encoder == "Reverse" {
        return {
          value -> String in
          return String(value.reversed())
        }
      } else if encoder == "Inserter" {
        return {
          value -> String in
          var newValue = ""
          for symbol in value {
            newValue.append(symbol)
            newValue.append("aeiou".randomElement()!)
          }
          return newValue
        }
      }
      return {
        value -> String in
        return String(value.reversed())
      }
~
    }
```

Correct!

```
var grades = [98.0, 97.0, 88.0, 95.0]

let sum: Double = grades.reduce(0.0) {
   (runningValue, newValue) -> Double in
   return runningValue + newValue
   }

print("Average: \((sum/Double(grades.count)))")
```

Correct!

```
struct CSUFClass {
  var students: [String]
  var instructor: String
  var location: String
  var schedule: String
  var saveStrategy: (CSUFClass, String) -> Void

func save(filename: String) {
    saveStrategy(self, filename)
  }
```

Correct!

```
func display(numericalData: [Int], view: (Int)->Void) {
   for num in numericalData {
     view(num)
   }
}
```

What is a closure? A block of code that can be passed as values. Defines a blueprint for properties and methods that need to be implemented by whatever construct implements it. A special function that calls itself. A special type of property that gets and sets values from other properties.

Quiz Score: 5 out of 5