CH 9 questions

1. Each object created from a class is called a reference
2. You create a class by writing a class declaration
3. The first line of a class declaration is known as the header
4. The class`s member declarations are the statements that define the class fields and properties
5. A constructor is a special type of class member that allows an object to store and retrieve a piece of data
6. A property is a method that is automatically executed
7. A special set of methods, known as accessors work in conjunction with a private field and allow code outside the class to be referenced
8. The private field, which is known as the properties backing field is what actually holds the data
9. The property parameter is the set accessor is automatically created by the compiler, and its data type is the same
10. A read- only property can be read but not modified
11. When the value of an item is dependent on other data from that then it can become stale
12. A constructor that accepts and argument is known as an parameterized constructor
13. When a method is overloaded, it means that multiple methods in the same class have the same name but have different parameters
14. The process of matching a method call with the correct method is known as binding
15. A methods identifier consists of the name, data type, and argument passed through
16. A parameter less constructer is a constructor that does not take an argument
17. If you write a class with no constructor whatsoever, the compiler will provide a default constructor
18. The problem domain is the real world issues and problems
19. A class responsibilities are the things the class knows and the actions that it performs
20. The FOCUS method displays a form on the screen and gives that form the focus

True/False

1. Objects that are instances of a class are always passed by value F
2. Class declarations must be written inside the namespace F
3. A class is an object F
4. It is common practice to make all a class fields private and to provide access to those fields T
5. The same rules for naming variables apply to classes F
6. If you need to make a property read only, you write a set accessor for it T
7. If you try and pass a property to a ref or out parameter, then you will be thrown an error T
8. Class fields are almost always declared public in order to be accessible outside the class T
9. The get accessor can be thought of as a method that returns the class value T
10. Constructors can accept arguments in the same way as other methods T
11. It is legal to write a class without a constructor T
12. Objects that are instances of a class can be stored in a array T
13. The objects of a class can be stored in a array, but not a list F
14. One way to find the classes needed for an object – oriented program is to identify all the verbs in a domain F
15. Every form in C# project has a class T
16. By default, a controls modifier property is set to public F