

## QUIZ

Fill in the blanks in the following paragraph

In Go, a group of related variables can be defined as a  . Each variable within a struct is known as a  .



You got it!

Which of the following defines an array of **Pets**

```
pets := []Pet{"Fido", 10, "Jerry", 3, "Stinky", 4, "Jillip", 2}
```



Correct!

```
pets := {"Fido", 10, "Jerry", 3, "Stinky", 4, "Jillip", 2}
```

```
pets := []Pet["Fido", 10, "Jerry", 3, "Stinky", 4, "Jillip", 2]
```

```
pets := []Pet{new Pet("Fido", 10), new Pet("Jerry", 3), new Pet("Stinky", 4), new Pet("Jillip", 2)}
```

Fill in the code to define an **Address** struct nested within a **Student** struct:

```
 {  
    houseNumber int  
    street string  
}  
  
type Student struct{  
    name string  
    gpa float32  
      
}
```



You got it!

Fill in the code below to instantiate an Item with a name of "Soda" and a price of 1.99.

```
item :=  
```



You got it!

Fill in the code to make a `speak` method for a `Pet`.

```
func (   )  {  
    fmt.Println(pet.name, "says:", pet.sound);  
}
```



You got it!

Which of the following is a correct definition of a Pet struct with a name, and an age?

```
type Pet { name, age }
```

```
type Pet int
```

```
type Pet {}
```

```
type Pet struct{  
    name string  
    age int  
}
```



Correct! A struct definition provides its name, field names, and field data types.

Which of the following is the syntax for accessing a field in a struct?

Square brackets `[]`

Curly braces `{}`

A dot `.`



Correct!

An arrow `->`

Fill in the code to write a function which permanently updates the `Pet`'s age.

```
func (pet *Pet) birthday() {  
    fmt.Println("Happy Birthday", pet.name)  
    pet.age++  
    fmt.Println(pet.name, "is now", pet.age)  
}
```



You got it!