

✔ Congratulations! You passed!

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Latest Submission
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To pass 75% or
higher

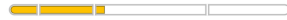
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You reached new skill levels

Software Engineering

Your score: 165 (↑19) Intermediate

Well done! At an intermediate level, you have a solid understanding of the material and are able to pass intermediate content. You can apply key concepts on most tasks.



Programming Principles

Your score: 161 (↑14) Intermediate

Well done! At an intermediate level, you have a solid understanding of the material and are able to pass intermediate content. You can apply key concepts on most tasks.



1. What is the difference between an **object** and a **class**?

1 / 1 point

- ☐ An object is a field of data inside a class.
- ☒ A class is a template and an object is an instance of that template.
- ☐ An object is a particular kind of class.
- ☐ An object typically contains more data fields than a class.

✔ Correct
Correct!

2. What is the difference between a struct in Go and a class in an object-oriented language?

1 / 1 point

- ☒ A struct contains only data while a class can also contain methods.
- ☐ A class describes data fields but a struct does not.
- ☐ A struct can only be created inside a class.
- ☐ A struct cannot contain another struct.

✔ Correct
Correct!

3. Which of the following refers to data hiding?

1 / 1 point

- ☐ Instantiation
- ☐ Polymorphism
- ☐ Inheritance
- ☒ Encapsulation

✔ Correct
Correct!

4. How do you associate a method with an arbitrary data type on Go?

1 / 1 point

- ☒ Define the method so that its receiver type is the data type of interest.
- ☐ Define the method inside the data type definition.
- ☐ Include the name of the data type in the name of the method.
- ☐ Define the data type and the method in the same file.

✔ Correct
Correct!

5. In Go, how do you hide variables or functions in a package, so that functions outside of the package cannot access them?

1 / 1 point

- ☐ Use the **package** keyword
- ☐ Use the **private** keyword.
- ☒ Give the variable/function a name which starts with a lower-case letter
- ☐ Define the variable/function inside the package.

✔ Correct
Correct!

6. Say that you have defined a type **t** and you have declared an object of that type called **t1**. Assume that the type **t** is the receiver type for a method called **Foo()**. Which expression shows a proper invocation of the the method **Foo()**?

1 / 1 point

- ☐ Foo(t1)
- ☐ Foo(t)
- ☒ t1.Foo()
- ☐ t.Foo(t1)

✔ Correct
Correct!

7. Assume that that the type **t** is the receiver type for a method called **Foo()**. Under what conditions would it be better to make the receiver type of **Foo()** a pointer to **t**, rather than itself?

1 / 1 point

- I. When the receiver type **t** uses a large amount of memory.
 - II. When the method **Foo()** must modify the data in the object of the receiver type.
- ☐ Only I
 - ☐ Only II

- ☒ Both I and II
- ☐ Neither I nor II

✔ Correct
Correct!