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Grade received **90%** To pass 80% or higher

Assessment

Latest Submission Grade 90%

1. What does **Car** represent in the following code?

1 / 1 point

```
Car myCar;
```

- ☒ The type of myCar.
- ☐ The class of myCar.

✔ **Correct**
Yes.

2. In the following code, **SportsCar** represents _____.

1 / 1 point

```
Car myCar = new SportsCar(...);
```

- ☐ The initial class of myCar
- ☒ The class of myCar
- ☐ The type of myCar.

✔ **Correct**
Yes.

3. True or false: Individual objects start with the same methods as defined by their class, but after that, individual objects can have new or modified methods given to them.

1 / 1 point

- ☐ True.
- ☒ False

✔ **Correct**
Correct. Java classes receive their methods from their class.

4. To create a new object of class C, we would do:

1 / 1 point

- ☐ C c = C();
- ☒ C c = new C();
- ☐ C c = Object.create(C.class)
- ☐ C c = Object.makeObject(C);

✔ **Correct**
Correct

5. What is returned from the following code?

0 / 1 point

```
public Car myfunc() {  
    Car c;  
    return c;  
}
```

- ☐ Nothing. The Java compiler flags this code as invalid.

- ☐ A null value.
- ☒ Nothing. The method causes a runtime error because there is no Car to return.
- ☐ A default Car. But it is on the stack, leading to runtime corruption later.

 **Incorrect**

No, this code never gets far enough to cause a runtime error.

6. Creating an object is a two-step process. What is the first step?

1 / 1 point

- ☒ Creates a reference for an object but doesn't assign it to an instance.
- ☐ Associates the reference with an object.
- ☐ Identifies constructors and types.

 **Correct**

Right.

7. True or False: Java uses a reference table within the JRE to keep track of objects it has constructed.

1 / 1 point

- ☒ True
- ☐ False

 **Correct**

Yes.

8. Any attribute with an accessibility set to _____ will not be accessible using Java's "dot" (.) notation outside of that class.

1 / 1 point

- ☒ private
- ☐ public
- ☐ default

 **Correct**

Yes, this makes it accessible only to the class in which it is defined.

9. To work with an object, you must first _____ the object, then manipulate the object via its methods.

1 / 1 point

- ☐ store
- ☐ define
- ☒ instantiate

 **Correct**

Right.

10. True or False: All objects of the same data type share the methods in memory as well as data.

1 / 1 point

- ☐ True
- ☒ False

 **Correct**

Right!