

✓ Congratulations! You passed!

Go to next item

Grade received 100% To pass 80% or higher

Assessment

Latest Submission Grade 100%

1. Which is not a key concept of Object-Orientation?

1 / 1 point

- ☐ Polymorphism
- ☐ Inheritance
- ☐ Encapsulation
- ☒ Garbage Collection

✓ Correct

Feedback: Although garbage collection is common with O-O runtimes, it is not part of O-O.

2. Which of these best describes Encapsulation?

1 / 1 point

- ☒ Hiding code and data behind a contract
- ☐ Freezing code and data so that it cannot change
- ☐ Providing collection classes to hold bags of data
- ☐ Wrapping Tyvek® around a house

✓ Correct

Correct. Implementation hiding.

3. Classes contain two main sections. What are they?

1 / 1 point

- ☒ Attributes (data) and Methods (code)
- ☐ Goals
- ☐ Unique names and addresses
- ☐ Points of view

✓ Correct

Correct.

4. True or false: In a class definition, instance data (attributes) must be declared before (as in the order in which it is declared) it can be referenced in method source code.

1 / 1 point

- ☐ True
- ☒ False

✓ Correct

Correct. The order does not matter.

5. A method signature consists of _____.

1 / 1 point

- ☐ The return type, method name and parameter names
- ☐ The method name, and parameter names
- ☒ The method name and the ordered types of the parameters
- ☐ The access modifier, return type and method name

✓ Correct

Correct.

Correct.

6. Why did OO programming become popular?

1 / 1 point

- ☐ because C++ compilers were having technical difficulties
- ☐ because new hardware required objects to work in 64-bit systems
- ☒ to respond to the increased complexity of business programs
- ☐ because when OO was created in 1999, people liked it

✓ Correct

The complexity of the average business program has increased exponentially over the last thirty years

7. How many responsibilities should a java class have?

1 / 1 point

- ☒ 1
- ☐ 4
- ☐ 2
- ☐ 3

✓ Correct

Correct. According to the "Single Responsibility Principle" a class should do just one thing.

8. True or False? Attributes describe the actions the class must be able to perform.

1 / 1 point

- ☐ True
- ☒ False

✓ Correct

Attributes define the data an object can hold.

9. _____ is when code is scattered accross many different programs that does the same--or nearly the same--thing.

1 / 1 point

- ☒ Code redundancy
- ☐ Functional separation
- ☐ Encapsulation

✓ Correct

That's tight!

10. The ability to call a common interface on disparate implementations ia called _____.

1 / 1 point

- ☒ polymorphism
- ☐ inheritance
- ☐ encapsulation

✓ Correct

Right!