

✓ **Congratulations! You passed!**

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Grade received 100% To pass 80% or higher

Review Assessment

Latest Submission Grade 100%

1. The Inheritance relationship in OOP is between _____.

1 / 1 point

- ☐ Parent and Child Classes
- ☐ Generalized and Specialized Classes
- ☐ Superclasses and Subclasses
- ☐ Base and Derived Classes
- ☒ All of these
- ☐ None of these.

✓ **Correct**
Correct

2. The IS-A relationship in O-O represents _____.

1 / 1 point

- ☒ Inheritance
- ☐ Existential Metaprogramming
- ☐ Identity

✓ **Correct**
Yes

3. The HAS-A relationship in O-O represents _____.

1 / 1 point

- ☐ inheritance – SportsCar HAS-A Vehicle parent class
- ☐ the desire of the program for more, e.g., more RAM and more CPU cycles
- ☒ Aggregation/Composition – the Employee HAS-A name

✓ **Correct**
Correct

4. Polymorphism is _____.

1 / 1 point

- ☐ the ability for a class to have many instances, each with its own data. So we can have lots of cars.
- ☐ the ability for an instance to appear to be more than one thing, e.g., a SportsCar can look like a SportsCar, a Car or an Object.
- ☒ the ability for a reference of type T to refer to instances of any class so long as the instance's class IS-A T.

✓ **Correct**
Correct.

5. True or false: Polymorphic classes must always inherit the implementation from their parent class.

1 / 1 point

- ☒ False
- ☐ True.

✓ **Correct**
Correct. The parent may not even have an implementation, in the case of an interface or abstract class, or the child may override the parent's implementation.

6. True or False: Java classes support inheriting from multiple parent classes.

1 / 1 point

- ☒ False
☐ True

✓ Correct

Correct. Java allows only single inheritance in the class hierarchy.

7. Given the following code, the `slowForSchoolZone()` method will call _____ .

1 / 1 point

```
public void slowForSchoolZone(Car car) {  
    car.setSpeed(getSchoolZoneSpeed());  
}
```

- ☒ the `setSpeed` method implemented lowest in the inheritance hierarchy of whatever class `car` happens to be referencing an instance.
☐ `Car`'s `setSpeed` method.

✓ Correct

Correct

8. It is better to _____ .

1 / 1 point

- ☒ Create class diagrams, and then develop code after the diagrams have been approved.
☐ Develop code first, and then generate the diagrams from it for review and documentation.
☐ Just develop code

✓ Correct

That's the industry "best practice" if you have the tools and discipline.

9. An Abstract Class can be _____. (Select all that apply)

1 / 1 point

- ☐ Instantiated.
☒ A partially implemented class.

✓ Correct

Right.

- ☐ Used as leaf classes in the inheritance tree.
☒ Incapable of being instantiated.

✓ Correct

Yes.

10. When naming methods, use:

1 / 1 point

- ☒ Verbs
☐ Nouns

✓ Correct

Correct. Use verbs when naming methods and nouns when naming classes.