Congratulations! You passed!

Grade received 85.71%
Latest Submission Grade 85.71%
To pass 75% or higher

Go to next item

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? **0 / 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.

✗ **Incorrect**
Puts the variable/function inside a package but does not necessarily hide them inside the package.

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!